

JANUARY 1989

# COMMODORE USER

**£1.20**  
**Nº1 For AMIGA GAMES**

355 pta ■ HFL 6.75 ■ DM 6.50

**DRAGON  
NINJA  
DROPS IN**

**PLAY TO WIN**  
**LAST NINJA 2**  
**STAR TREK**  
**BATMAN**  
**ELITE**

**FREE**  
**MEGA**  
**ROBOCOP**  
**POSTER**

**AMIGA I.K.+**  
**SUPER HANG ON**  
**ELIMINATOR**  
**64 ROBOCOP**  
**DOUBLE DRAGON**  
**THUNDERBLADE**





# The WORLD'S <sup>NO.1</sup> ARCADE GAME

— Six levels of thrilling coin-op action brought to life on your home micro. You'll need all the nerve and stamina you can muster to complete the mission which leads through steaming jungles and enemy strongholds. Fast and accurate shooting skills are a must if you are to liberate the prisoners and secure a safe getaway. All the original arcade play features — magazine reloads, energy bottles, hidden supplies, rocket grenades and more . . . much more!

CLASSIC  
GAMES

"It's undoubtedly a fantastic conversion of a marvellous arcade game. Virtually flawless. Addictive . . . One for everyone's Christmas list."



"Not only has all the action and gameplay been captured, but so has the excitement, making it one of the most satisfying and compulsive shoot-em-ups to have appeared in a long time" ACE

"The non-stop action of the arcade original is replicated to a high degree" . . . the resulting game is one which fans of the coin-op will love" Games Machine

"The immense playability of the coin-op has really been captured in what must rank as one of the year's best conversions."

"The finest shoot 'em up money can buy."



**TAITO**

COIN-OP

ATARI ST  
**£19.95**  
ATARI ST

AMIGA  
**£24.95**  
AMIGA

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS Tel 061 225 1000

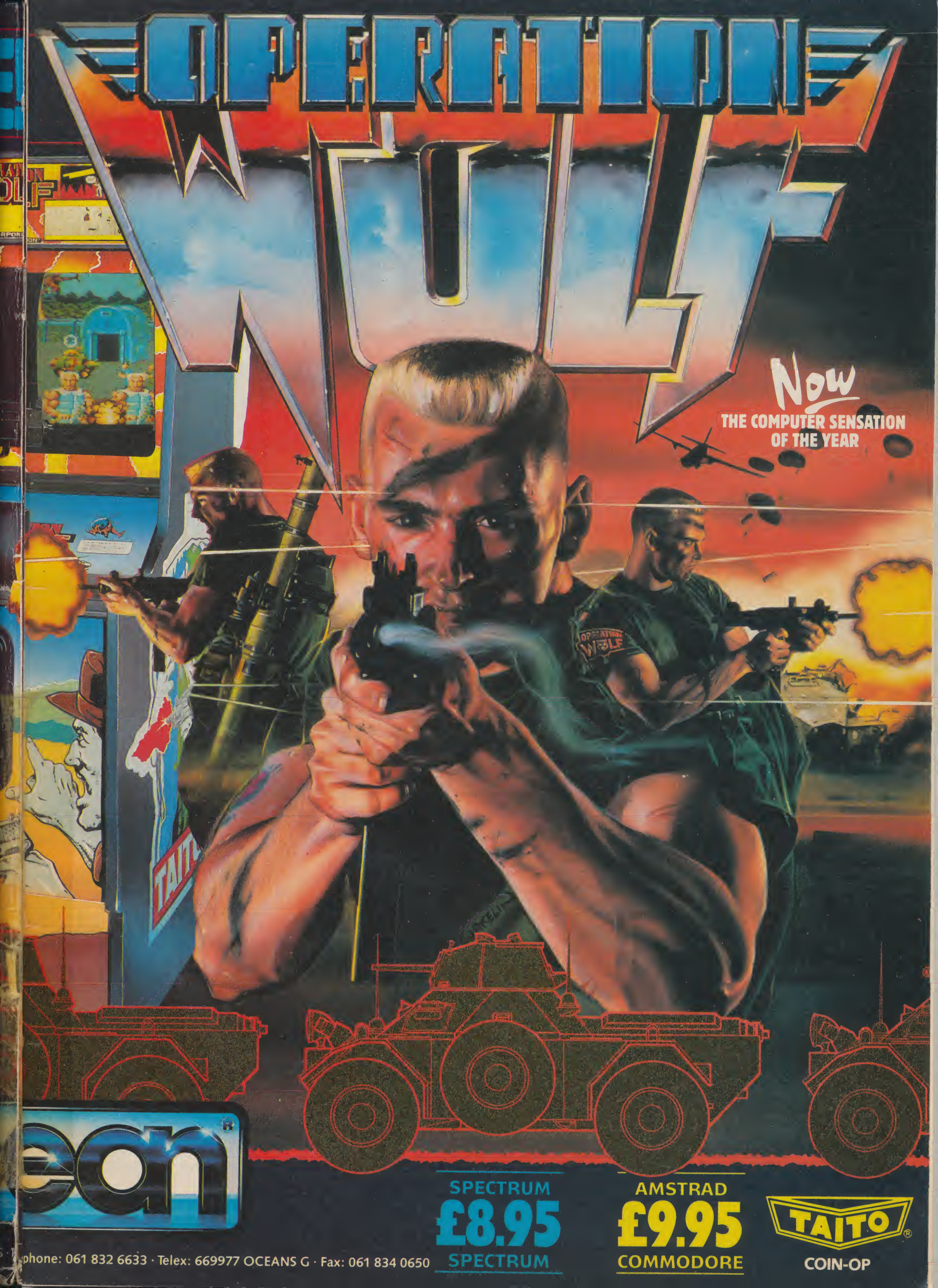


# OPERATION

# NOLF

Now

THE COMPUTER SENSATION  
OF THE YEAR



SPECTRUM  
**£8.95**  
SPECTRUM

AMSTRAD  
**£9.95**  
COMMODORE

**TAITO**  
COIN-OP



# R-TYPE™

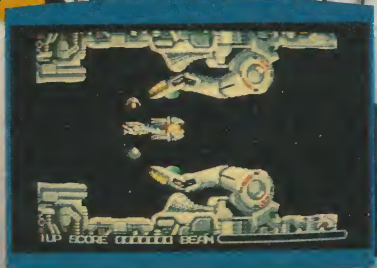
IT'S YOUR ONLY DEFENCE

IT'S MECHANICAL . .

IT'S BIOLOGICAL .



IT'S BEHIND YOU .



ELECTRIC DREAMS  
SOFTWARE

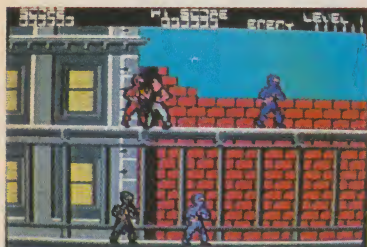
Available soon on Commodore 64/128  
cassette (£9.99) and disk (£14.99),  
Spectrum (£9.99), Amstrad cassette  
(£9.99) and disk (£14.99), Atari ST  
(£24.99) and on Amiga (£24.99).

R-TYPE™

© 1987 IREM CORPORATION  
LICENSED TO ELECTRIC DREAMS



# SPECIALS



## 16 DRAGON NINJA

The top selling arcade game around comes to the home computer scene, via conversion kings Ocean. We have the exclusive for the 64 version and a very special prize — the coin op.

## 78 BABY EINSTEIN

Back by popular request. A complete strip by the artist with a thorn in his side, Philip Bond.



## 85 '88 READERS POLL

It's voting time again. Tell us which games you rated this year and you might win a prize. Remember it's your vote that counts, folks!

## 92 PLAY TO WIN

A special this month, with the definitive *Ninja II* map, a map of *Batman*, and tips on *Star Trek* and *Elite*. Twelve pages of maps, tips and pokes — a lifeline for gamers.

# REGULARS

- 6 BUZZ
- 12 CHARTS
- 70 CHEAPOS
- 72 ADVENTURE
- 80 LETTERS
- 100 ARCADES
- 110 TOMMY'S TIPS
- 114 RESULTS

# CU CONTENTS

*Flippin' good — IK+.*



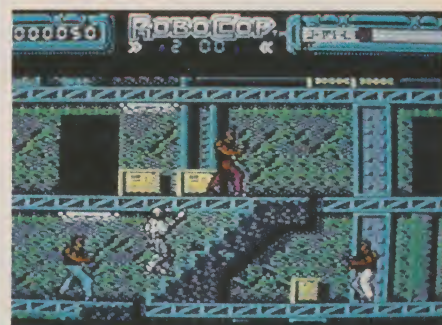
*Sarah Greene Scene — Thunder Blade.*



*You can bank on it — Super Hang On.*



# REVIEWS



*Total co-operation from Robocop.*

- 22 THUNDER BLADE
- 28 VETERAN
- 31 ZAK McKRACKEN
- 32 INCREDIBLE SHRINKING SPHERE
- 34 ROBOPOL
- 36 TIGER ROAD
- 39 SORCEROR LORD
- 40 NO EXCUSES
- 42 IK+
- 45 REVENGE OF DOH
- 47 SPITTING IMAGE
- 48 QUESTION OF SPORT
- 50 SUPER HANG ON
- 53 BETTER DEAD THAN ALIEN
- 55 TOTAL ECLIPSE
- 56 MAFDET
- 58 ELIMINATOR
- 61 RETURN OF THE JEDI
- 62 SUPER SPORTS
- 64 SDI
- 67 THE DEEP
- 69 DOUBLE DRAGON

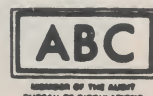


*US Gold in at The Deep end.*

Editor — Mike Pattenden; Staff Writer — Nick Kelly; Art Editor — Elaine Bishop; Advertising Manager — Nigel Taylor; Dep Ad Manager — Tom Glenister; Classified/Copy Control — Mark Patterson; Publisher — Terry Pratt; Editorial/Advertising — 01-251 6222; Distribution — EMAP Frontline Limited, Park House, 117 Park Road, Peterborough PE1 2TR Tel: 0733 555161; Back Issues — PO Box 500, Leicester, LE99 0AA; Subscriptions — PO Box 500, Leicester LE99 0AA Tel: 0858 410510; Annual Subs. (UK) £15; Europe — £24; World — £38. Registered Offices: Priory Court 30-32 Farringdon Lane, London EC1R 3AU. ISS 0265-721X.

Cover Illustration: Angus Fieldhouse

69,004  
Jan-June 1988





B  
U  
Z  
Z

## LONE WOLF CAPTURED

**N**ext April should see the release of the first of a series of computer games based on the incredibly popular Lone Wolf role-playing game books, courtesy of Audiogenic. The books, in which you play the last of the Kai Lords trying to save the kingdom of Sommerland, run to more than a dozen volumes and have sold in excess of six million copies worldwide in total, which makes author Joe Dever's creation the second

most popular role-playing product after Dungeons And Dragons. The books have already won numerous awards, including Game Book Of The Year in the US for the last four years, and currently Dever's working on a series of Lone Wolf Novels, which will be published in April and should sell by the van load. Funnily enough, the first of Audiogenic's conversions won't actually be a role-playing game at all, according to a spokesperson for the

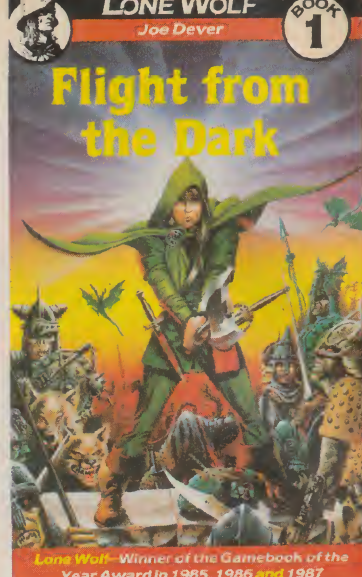
## SCOUSERS KOPPED



## GRANDSLAM GRAB DANDY

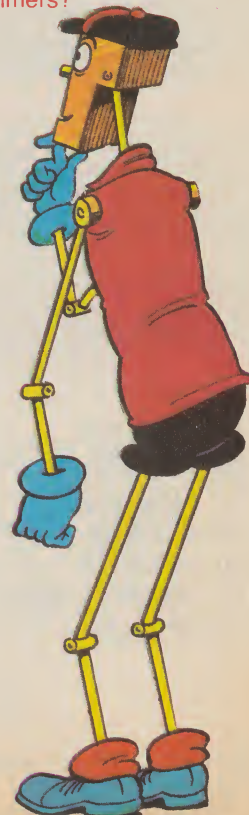


**G**randslam have scored something of a coup by signing up the rights to a host of different comic characters in one deal. They have in fact secured the services of all of the characters in "The Dandy", including such long-time faves as Desperate Dan, Corky The Cat and Brassneck. Apparently the game will feature 38 distinct personalities, and sees Desperate Dan trying to fill his gag bag, Corky the Cat attempting to run a slide show with slides mixed up by his mischievous nephews and Brassneck baking cakes in a decidedly non-user-friendly kitchen. A February release date has been tentatively set.



company, but will instead feature arcade-style combat action, so as to attract those few remaining mortals who aren't nuts about RPGs, we suppose.

**D**espite their recent humiliation at the hands of the greatest team in the English League (the Ed's standing on my neck, y'see), there's no doubt that Liverpool Football Club are a not too bad team. No, indeed, so we take our hats off to those Grandslam folk who have been smart enough to sign up the entire squad for a game. No doubt they got an introduction to the rest of the boys from Peter Beardsley, whose name they already secured on the dotted line for the recently released *Peter Beardsley's International Soccer*. So you can all look forward to seeing the Reds on your monitors later on in the New Year. Oh yes, and when are Sleazysoft going to sign up the Hammers?





# GALACTIC CONQUEROR

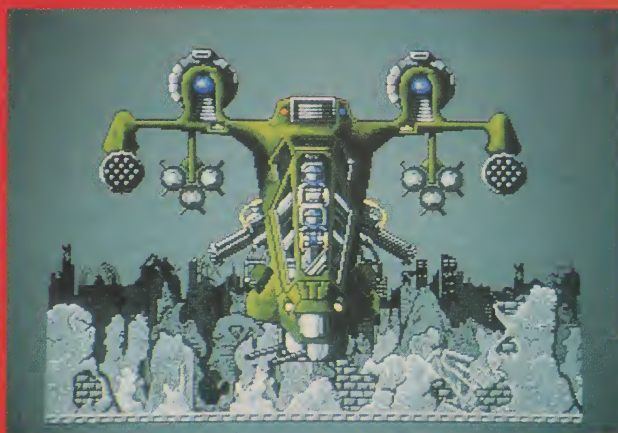
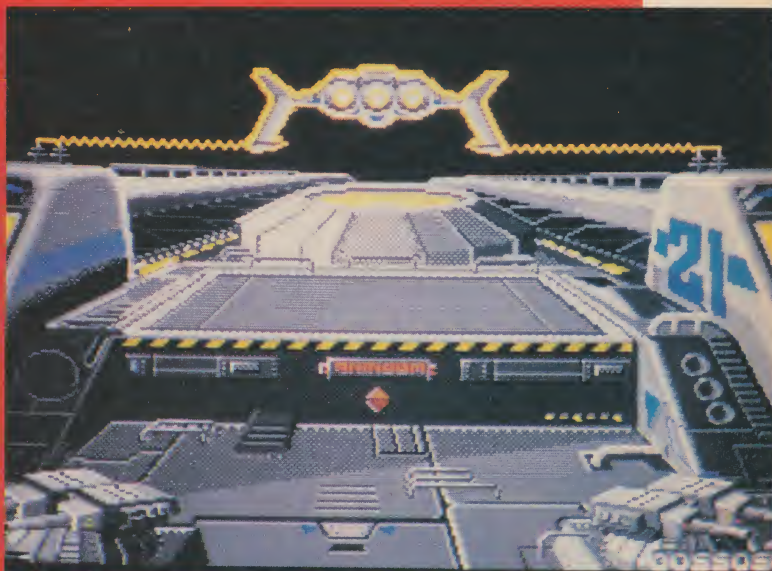


## SUPERHEROES AND JFK SIGN ON

Due to a wide-ranging joint venture agreement recently concluded between Microprose and American company Paragon Software, 1989 will see the release of a series of games based on the exploits of a whole range of famous comic superheroes. Captain America has already been seen on the 64, but the likes of Spiderman, Doctor Doom and The X-Men will be making their debuts.

Also resulting from the same deal, but in a rather different (and slightly macabre) vein, *Guardians Of Infinity* puts you in the space boots of one Mark Adam, a dweller in the fraught times of 2087, who's been sent back to the early 1960's to try to prevent the assassination of the late President John F. Kennedy, thereby changing the course of history and — so the theory goes — making life a lot easier for the future generations. Could you dissuade Lee Harvey Oswald from his course? Could you persuade JFK not to take the car ride? Well *Guardians Of Infinity* will enable you to find out the answers to these fascinating questions, and no doubt a good deal more besides.

Just for a change, we're happy to say, we're not going to have to rabbit on about rebel invaders threatening the Federation and your being the only pilot able to take them on; not that Titus' latest offering *Galactic Conqueror* doesn't have a plot including all of these stock elements — it's just that there actually is quite a bit of strategy accompanying your standard blasting-the-aliens bit. You'll have to carry out surveillance, decide which of the 416 planets most need protecting . . . and THEN you get to blast the blighters! On the ground, in the air and in space, in fact, so action fans shouldn't be too scared of boredom. *Galactic Conqueror* will be with you yesterday (or very shortly anyhow).



## STORM-TROOPER

Fresh from Creation (no, not the record label that bought y'all The Jesus And Mary Chain and The House Of Love), *Stormtrooper* puts you in the anti-radiation blue wellies of an inter-galactic mercenary recruited to enter Helagenium mining complex TK21 which has been taken over by enemy forces led by the treacherous defector geophysicist Tanix Brayniget. Radiation, aliens and combat machines face you as you battle through 16 levels to your showdown with Brayniget, and, as usual, you can add to your weaponry along the way. *Stormtrooper* is due out in early Spring.

## TURBO CUP

Fresh from French softhouse Loricels, *Turbo Cup* puts you in the bucket seat of a Porsche 944 Turbo careering along the highways and byways of France. Four different courses, a choice of three gear-boxes and practise laps all feature and some pretty decent smash ups can also be created by any Amiga-owning nihilists who decide to pick *Turbo Cup* up on its release, which is, as they say, imminent.



## TECHNO-COP

Any similarities between the title of this newbie from Grem-lin and a certain other rather major film licence are purely coincidental, we understand. *Technocop* actually spends a lot of his time speeding through the streets of crime in what the press release writer is modest enough to describe as "the most advanced and technically polished road sequence simulation to hit the home computer yet". But you do also occasionally climb out of your turbo-death-speedster and take on the bad guys in hand-to-hand combat. Bracing stuff, no doubt, and available for both Amiga and 64 before 1989 is heralded in.



# B U Z



## THE DOORS OPEN

**D**omark offshoot TV Games are once again all set to boldly go where no computer company has gone before in seeking out unusual, unlikely and downright naff TV

programmes to bring to your trusty 64 and Amiga. This time, though, they've surpassed themselves in signing up genial slimebag Bob Monkhouse's cathartic TV Quiz show, "Bob's Full

House". Due for release early in the New Year, the King of Plasticville will be doubtless be retaining all of his sub-Sun catchphrases for his computer manifestation. All together now, "bingo lingo clickety-clix."

## CRL'S REAL THING

**C**RL have come up with a novel notion for game packaging, and are setting up a new label to implement it.

The idea is that, instead of garbing *I, Ludicrous*, *Transputor* and *Purple Heart* in fanciful, futuristic and frankly unlikely artwork, they've hit upon the notion of putting actual screenshots of the games in question on their respective packages. And the label which they've set up to release these games on is called, with stunning originality, Actual Screenshots.

"The basic idea", according to a CRL spokesperson, "is that you can't hide behind fancy artwork. The graphics have to be of sufficiently high stature to put on the cover". Probably saves on expensive design and artwork bills too.



## MICROPROSE SCORE XENOPHOB

**M**icroprose continue to diversify from the simulation field with the news that they've just signed up the rights to Bally's unusual coin-op *Xenophobe*. This game proved somewhat disappointing in execution, though the idea of three horizontal sections representing the three players' respective playing areas was certainly an original

one. The plot has you, and one or two companions fighting through an alien-infested space station, with each player playing along his third of the screen, occasionally running into one another. According to Microprose's Stuart Bell, "our intention is to actually add to the gameplay of the original", and the conversion will "definitely be at least two-player".







## ART OF GOLD

Where will it all end? Not content with plastering "Pepsi Game Of The Year" and — very naughtily — slapping a misleading out-of-context quote from CU's *preview* on the packaging for their Christmas biggie

*Thunderblade*, US Gold have also decided to bung in a free cassette of music with the first 100,000 copies of the game, just to tempt you a little bit further. And what music have they decided to include? Koiilee Minoogue? Iron Maiden? Frank Sidebottom? No, no, no indeed! Instead the monster softhouse have decided upon a 12 minute "megamix" of avant-garde dance minimalist pranksters The Art of Noise, currently riding high with their Tom Jones-fronted version of Prince's "Kiss".

Though perhaps better known for the aforementioned "Kiss", their Duane Eddy collaboration 'Peter Gunn', their many TV commercials (including Tuborg and Brylcreem), and their theme tunes for 'Sherlock Holmes' and 'The Krypton Factor', the specially mixed mish-mash of their last studio album "In No Sense? Nonsense!" will undoubtedly make the *Thunderblade* package even more irresistible. And, what's more, so generous are the kindly folk at The Art of Noise's record label China that they've agreed to give away five copies of the TAON's just released greatest hits album to the first folk who can tell us which record label were TAON originally on? (Clue: same one as Frankie Goes to Hollywood). Entries on a stetson to Art Of Noise Compo, Commodore User, Priory Court, 30-32 Farrington Lane, London

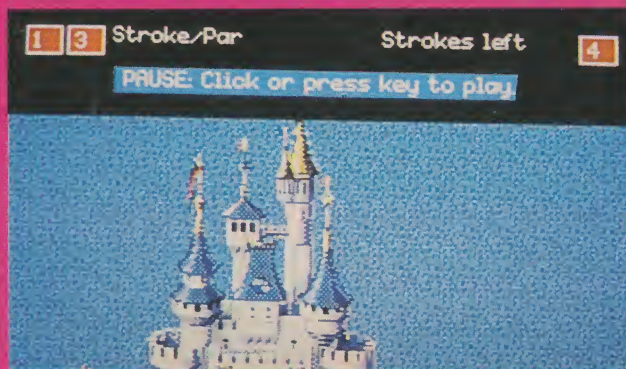
## THE PARANOIA COMPLEX

Now, we do like the sound of this one. You're Joe Citizen in the hermetically-sealed computer-controlled days of 500 years hence. You're in thrall to a computer, and you exist to carry out its bidding, usually involving eliminating humanoid who might be powerful enough to threaten its (the computer's that is) ruling position. In return you'll be rewarded with increased social status . . . but if you do your job *too* well, then the computer might start hunting *you*. The real goal is to escape from this rather Orwellian city altogether. From Magic Bytes, *The Paranoia Complex* is due out on both 64 and Amiga this coming February. And remember, just because you're paranoid doesn't mean they're *not* all out to get you . . .



## CRAZY GOLF

Keen readers of CU will have noticed that certain members of the staff are, well, not very inclined to rave over sports sims. American Football doesn't impress them much on the monitor, partially because these couch potatoes wouldn't know a real American football if it hit them. Baseball, alas, the same. And as for bobsled . . . But even these sedentary types were quite chuffed to see the screenshots for Electronic Arts' latest sim due out any day now which features that most user friendly of sports, Crazy Golf. Yes, we'll be queuing up to try our collective hands at wobbling, bending and turning the ball around the obstacles and into the hole. Maybe they'll do a yard-of-ale sim next . . .



## MICKY MOUSE

What a busy little mouse that Mickey is! Not content with a bit-part in the fab new "Who Framed Roger Rabbit?", and the usual plethora of work he always gets around Christmas-time, he's also managed to squeeze in an Amiga version of his 64 game, and very nice it looks too. *Mickey Mouse*, complete with towers, monster and the rest, is released by Gremlin shortly.

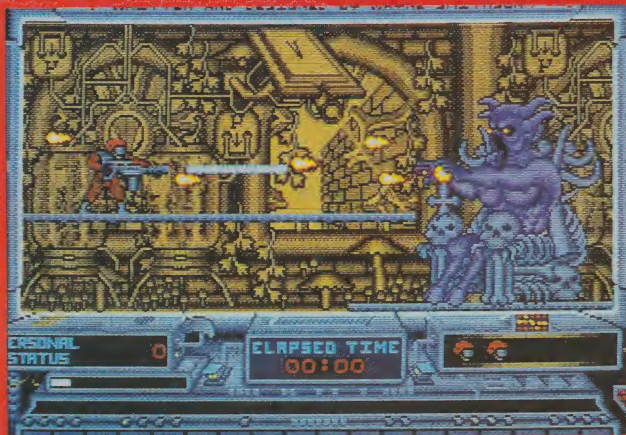




# B U Z Z

## CUSTODIAN

"The Masters Of The Blast", they describe themselves as in the blurb accompanying *Custodian*, and with the likes of *Cybernoid* and *Eliminator* under their belts, who are we to argue with this triumphal Hewson banter. Anyroad, *Custodian*, from the cursor of Chris Hinsley and Nigel Brown, features three levels of 250 screens apiece, multi-directional scrolling and "the most violent gameplay ever seen with even more awesome fire-power than *Cybernoid*". Unbelievable? January will tell.



## BAAL

Now check this out. This graphically pretty game is, as some of you might have guessed, the latest from the Psygnosis stable, *Baal*. It seems that the God of Evil himself has dispatched the hordes of the undead to steal the ultimate weapon of destruction, the War Machine, and you're the person whose got to try to stop 'em. You've got to guide your gallant Time Warriors through three domains, picking up the scattered 18 parts of the Machine, with the ultimate intention of assembling it and using it against the Evil One himself. Due for release on Psyclapse any minute now, *Baal* sounds like it's gonna be Superbad (meaning rather good actually).

## FALCON

The winner of no less than three awards from the simulation-conscious Americans of the Software Publishing Association in its 8 bit incarnation, and the first ever program to be signed up under a defence contract by the relevant authorities, Mirrorsoft/Image Works' *Falcon* is now set for release on Amiga. With improved graphics, a bigger world, neater ground scenery and moving ground targets, this is yet another sim based on the ubiquitous F-16 Fighter. Out in time for stocking stuffing, they assure us.

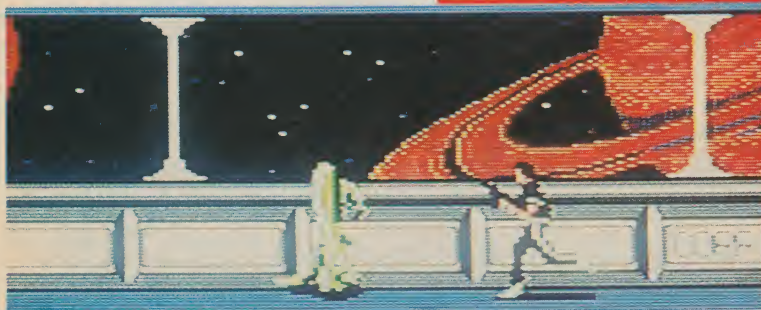
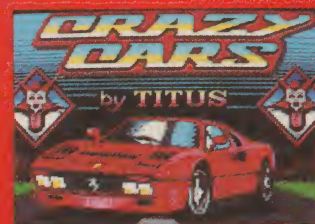


## PROJECT FIRESTART

Obviously taking a leaf out of the Cinemaware book, Electronic Art's *Project Firestart* is a newbie which its creators say "plays like a science fiction, horror and suspense movie", and features movie-style animation, close-ups, fades and tension-creating sound. Set in 2066 aboard the research vessel *Prometheus*, the plot deals with a scientific project to create durable humanoid laborers by genetic engineering which — surprise, surprise — goes tragically wrong. Now the ship is out of control and out of radio contact, and you're sent up to deal with the mess. *Project Firestart* should be on the shelves just in time for the January sales.

## CRAZY CARS

A biggie on the Amiga last year, Titus' *Crazy Cars* has just made its way onto the good old 64. For those who missed out on all the fuss, *Crazy Cars* actually isn't crazy at all. In fact, it's a not-at-all bad variation on the *Out Run* theme in which you've got to power your Porsche 911 Carrera to Malibu, then make the return journey in a Lamborghini Countach, before tackling the final challenge in a Ferrari Testarossa. 72 skill levels, plenty of dips in the road and the sun shining overhead — fair puts you in mind of summer, dunnit?





**NEW**

# MICRO BLASTER

**REPLAY® PROUDLY PRESENTS...**

The New Microblaster Joystick,  
professional arcade quality, fully microswitched  
for the ultimate in game control.

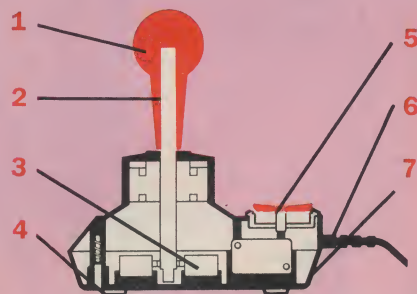
**ORDER TODAY AND TAKE CONTROL!**



ONLY  
**£12.95**  
POST FREE

#### FEATURES INCLUDE

1. Ergonomically designed handle and base for smooth, accurate and comfortable playing action.
2. Steel shaft for extra strength & durability.
3. 8-way arcade quality microswitches giving greater sensitivity and precision controlled movement.



4. Non-slip rubber feet on base for secure table mounted operation.
5. Large, dual-fire microswitched fire buttons for left or right hand operation.
6. Extra long 1.4 metre cable allows more choice of player position.
7. Switchable normal/rapid fire options for extra player control and higher scores.

Suitable for use with a wide range of  
computers and video game machines.

Compumart Ltd., Jubilee Drive, Loughborough, Leics. LE11 0XS. Tel: (0509) 610444



Compumart are  
the Officially  
Appointed Sole  
UK Dealer for  
Replay Joysticks.

#### **GUARANTEE**

This quality Replay®  
joystick is fully  
guaranteed against  
material defect or  
faulty workmanship  
for a period of  
12 months from the  
date of purchase.

**ORDER TODAY AND TAKE CONTROL!**

PLEASE RUSH ME \_\_\_\_ JOYSTICK(S) @£12.95 each.

Total enclosed £ \_\_\_\_\_

Type of computer owned \_\_\_\_\_

Despatched same day. Allow maximum 7 days delivery.

Please deliver to:

Name \_\_\_\_\_ Date \_\_\_\_\_

Address \_\_\_\_\_

Postcode \_\_\_\_\_

Price inc. VAT, free postage & packaging U.K. only subject to availability. E. & O.E.



(0509) 610444

24 HR HOTLINE

to order using

ACCESS/VISA

or complete the

coupon and send with

a cheque/ P.O. to:

**COMPUMART LTD**

DEPT.CVG

FREEPOST

LOUGHBOROUGH

LE11 0BR





# ARCADE ACTION

From the SNK stable, the coin-op smash hit now for your home micro. This multi-level, vertically scrolling arcade thriller throws you deep

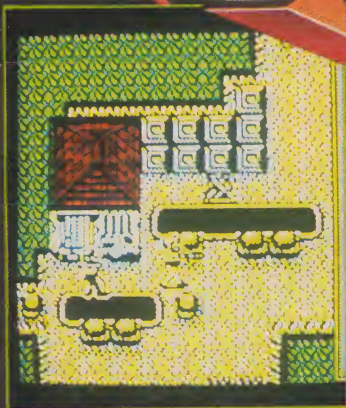
into the jungles and ruined cities of a nation held in the grip of a cruel oppressor. Freedom is your aim... Guerrilla War is the means!



# GUERRILLA

# WAR

**Imagine**  
The name of the game



SPECTRUM  
**8.95**  
SPECTRUM

AMSTRAD  
**9.95**  
COMMODORE

**SNK**  
Shin Nihon Kikaku Corp.  
SNK ELECTRONICS CORP.

ATARI ST  
**19.95**  
ATARI ST

AMIGA  
**24.95**  
AMIGA



A3

# HARWOOD'S

Your *FIRST* choice for A · M · I · G · A

## 'Buy a Bundle Save a Bundle'

**STOP PRESS**

We are now shipping  
NEW AMIGA'S with the  
latest version  
1.3 Kickstart operating  
system built in!!!

**AMIGA**
**INTERCEPTOR™**
**PACK 1**


"When it comes to realism, ease  
of control and state-of-the-art  
presentation, Interceptor's ace."  
THE GAMES MACHINE 7/88

AS WELL AS THE AMAZING AMIGA A500  
OUR NEW INTERCEPTOR PACK ALSO INCLUDES  
THE FOLLOWING . . . COMPLETELY FREE!!!

- (Please note: "Certain" refers to the use of joystick(s))
- INTERCEPTOR - Aerial Shooting "shoot-em-up"
  - GOLDBANNER - Aerial Shooting "shoot-em-up"
  - KARATE KICK - Classic Kung Fu Action
  - LEATHER STOCK - Action-packed Army Combat game
  - TV MODULATOR - AMIGA TUTORIAL DISK
  - MOUSE MAT ● 10 BLANK DISKS IN LIBRARY CASE

AFFORDABLE AMIGA!



# £399

All our AMIGA A500 machines contain the following standard features . . . ● 1 MEG DISK DRIVE  
● STEREO SOUND ● 4096 COLOURS ● MULTI-TASKING ● BUILT-IN SPEECH SYNTHESIS  
● MOUSE ● TWO MANUALS ● OPERATION SYSTEM DISKS

### ORDERING

Made  
Easy



ORDER BY PHONE—Simply call our 24-Hour  
Hotline using your Access/Visa or Lombard  
Credit Charge Card.



ORDER BY POST—Make cheques, bankers-  
building society drafts or postal orders payable to  
GORDON HARWOOD COMPUTERS  
(N.B. Personal or business cheques require  
7 days for clearance)



PAY AT YOUR BANK—If you wish to pay by  
Credit Giro Transfer at your own bank, phone  
us for details and to obtain a bank ref. number.



DELIVERY—Choose from either . . .  
FREE POSTAL DELIVERY for all goods in  
UK Mainland (5-7 day delivery) OR  
SPEEDY COURIER SERVICE—Add just £5 per  
major item for next working day delivery  
(Orders normally despatched on day of receipt of  
payment or cheque clearance)

### SERVICE

Compare  
our Service



● FULL 12 MONTH WARRANTY - If any goods  
prove to be faulty within 30 days of purchase they  
will be replaced with A NEW UNIT. For the  
remainder of the Guarantee Period, all warranty  
repairs will be made FREE OF CHARGE!



● COLLECTION FACILITY - Any faulty computer or  
monitor will be collected from your home FREE OF  
CHARGE within this Guarantee Period!!!



● FULL TESTING PROCEDURE - All computers are  
thoroughly tested prior to despatch

### CREDIT TERMS

LICENSED CREDIT BROKER

12 - 36 Month H.P. terms available subject to  
status. Please phone. We will be  
only too pleased to send written  
details and application form.  
(Examples quoted are based on  
36 months with no deposit)



Don't forget, we  
can supply any  
available product  
for an AMIGA/64/PC!

### INTERCEPTOR—PACK 2

#### GAMES & MONITOR PACK

AMIGA A500 (Interceptor Pack 1) supplied  
with CBM 1084S Stereo colour monitor.  
(N.B. This pack does not include a Modulator)

MONITOR MADNESS



# £629

### UPGRADES

Add Power to  
your Amiga

NEW!!! CUMANA 1 Meg. Drive with enable/  
disable switch. NO MORE UNPLUGGING  
YOUR SECOND DRIVE FOR CERTAIN  
GAMES - Just throw the switch!!!

ONLY £99.95

### MONITORS

Switch on  
to Quality

Connect to AMIGA and others, with  
our FREE lead. (Please specify when  
ordering)

NEW!! Commodore 1084S Stereo  
Monitors NOW IN STOCK!

COMMODORE 1084S \*£269

Stereo, 14" Colour  
Suitable for AMIGA, C64, PC's, C16, +4 etc.

PHILIPS CM 8833 \*£269

Stereo, 14" colour  
with Green Screen  
Switch

Remember, the above monitors can be used as a TV  
if connected via a video recorder  
or using the Philips TV tuner  
available at only . . .

£69.95



24HR ORDER  
HOTLINE 0773 836781



GORDON  
HARWOOD  
HARWOOD  
HARWOOD  
HARWOOD

Computers  
OFFICIAL COMMODORE BUSINESS CENTRE

DEPT CU  
69-71 HIGH STREET · ALFRETON  
DERBYSHIRE DE5 7DP

Please call and see us where we will be only too pleased  
to demonstrate the amazing Amiga in our showroom.  
Remember, we are not JUST another mail order company.  
All prices are what YOU PAY, and there are  
NO HIDDEN EXTRAS. VAT & Postage are included  
and are correct at time of going to press.  
E & O.E. Offers subject to availability and are currently  
advertised product(s).



# Chart

## C64 CHART

TM	LM	
1	NE	DOUBLE DRAGON MELBOURNE HOUSE
2	NE	OPERATION WOLF OCEAN
3	1	LAST NINJA 2 SYSTEM 3
4	12	INTERNATIONAL RUGBY SIMULATOR CODE MASTERS
5	5	BOMB JACK ENCORE
6	NE	EMLYN HUGHES INTERNATIONAL SOCCER AUDIOGENIC
7	3	JOE BLADE 2 PLAYERS
8	RE	COMMANDO ENCORE
9	7	PRO SKI SIMULATOR CODE MASTERS
10	NE	ARMALYTE THALAMUS
11	5	END ZONE ALTERNATIVE
12	RE	FOOTBALLER OF THE YEAR KIXX
13	NE	MICROPROSE SOCCER MICROPROSE
14	NE	ACE 2 CASCADE
15	8	FOOTBALL MANAGER 2 ADDICTIVE
16	NE	TAITO COIN-OPS 1 OCEAN
17	20	SKOOLDAZE ALTERNATIVE
13	2	BARBARIAN 2 PALACE
19	NE	AFTER BURNER ACTIVISION
20	NE	BIGGLES FIREBIRD







Philip Bond!  
1988  
x

## REVIEWERS CHOICE

Mike Pattenden: World League Tennis (PC Engine), IK+ (Amiga), The Deep (Amiga), Op Wolf (64)  
Nick Kelly: Ghouls 'n' Ghosts (Arcade), Revenge of Doh (Amiga), Robocop (64)  
Mark Patterson: Super Hang On (Amiga), IK+ (Amiga)  
Steve Jaratt: Eliminator (Amiga), Elite (Amiga)  
Ken McMahon: Zak McKracken (64), Incredible Shrinking Sphere (64)

## TOP TEN CU RESIGNATIONS

1. Nick O'Kelly  
The Fat Lad takes to the road for stardom.
2. Eugene O'Lacey  
To edit struggling sister mag C+VG
3. Bohdan Buciak  
The man whose head expanded runs his own DTP company.
4. Gary Penn  
Took on the mantle as editor of The One, poor sod.
5. Steve Jaratt  
Left looking to the Future.
6. Sarah James  
To be Telecomsoft's dumb blonde.
7. Scrivo The Adman  
To try and sell advertising for The One.
8. Gary Williams  
For an easy sell and a bigger chair on C+VG
9. Mike Pattenden  
Desperately unpopular editor.
10. Me too!  
Disconsolate publisher.

## ADVENTURE CHART

TM	LM		
1	1	BARDS TALE	ELECTRONIC ARTS
2	2	PRESIDENT IS MISSING	COSMI-US GOLD
3	NE	POOL OF RADIANCE	US GOLD
4	NE	ULTIMA V	ORIGIN
5	7	RIGEL'S REVENGE	MASTERTRONIC
6	5	BARDS TALE 3	ELECTRONIC ARTS
7	RE	INHERITANCE	INFOGRAMS
8	RE	VERY BIG CAVE ADVENTURE	CRL
9	RE	SECRET DIARY OF ADRIAN MOLE	MASTERTRONIC
10	8	DEFENDER OF THE CROWN	MIRRORSOFT

## READERS COIN-OP CHART

1	1	AFTERBURNER
2	4	OPERATION WOLF
3	2	DOUBLE DRAGON
4	NE	DRAGON NINJA
5	5	THUNDERBLADE

## AMIGA CHART

TM	LM		
1	NE	OUT RUN	SEGA-US GOLD
2	2	ROCKET RANGER	MIRRORSOFT
3	NE	PAC-MANIA	GRAND SLAM
4	1	STAR GLIDER 2	RAINBIRD
5	4	BATTLE CHESS	ELECTRONIC ARTS
6	3	INTERCEPTOR	ELECTRONIC ARTS
7	NE	SPEEDBALL	MIRRORSOFT
8	NE	CAPTAIN BLOOD	INFOGRAMS
9	6	DALEY THOMPSON'S OLYMPIC CHALLENGE	OCEAN
10	7	MENACE	PSYCLAPSE





*Let the train take the strain.*

# DRAGON

**I**t was only in July that we reviewed Data East's beat 'em up, but then Ocean release games as soon as the coin-op appears these days – in *RoboCop*'s case they sell the rights.

*Dragon Ninja* transports the ninja style beat 'em up, like *Double Dragon*, to which this has many similarities, away from the Orient to New York. The President of the USA has been kidnapped and it's the job of a chap going by the unlikely name of Mr Bad Dude to rescue him. He's built like a docker this lad and he needs to be because the screen is rapidly filled with all manner of

assailants intent on stopping his progress. You can resort to time-honoured martial arts skills to deal with the scum, but weapons dropped in the struggle come in useful for extending your reach, al-

though their carriers don't hang around too long.

There are eight levels of frantic action to battle through before you reach the final confrontation with the Dragon Ninja himself. Level 1 begins on

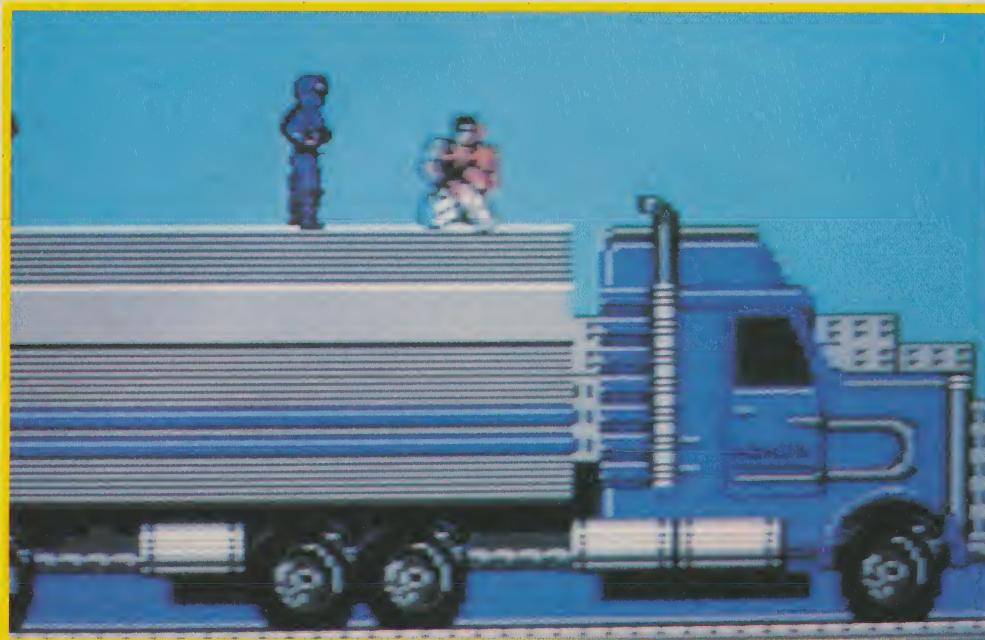
the streets of New York where you get a taste for the action, battling left to right across several screens until you reach the first major end-of-level baddie – a fire breathing fatty.

*Go on clean it off!*



**Ocean**  
**Price:**  
**£9.95 cass**  
**£14.95 disk**



Screen  
Scene

Hit 'em with yer yorkie!

## NINJA

Level 2 begins with you perched precariously on the back of an articulated trailer. Fight your way towards the cab and beat the knife-wielding, armour-plated ninja who appears and you'll reappear for level 3 down in New York's sewers where a green ninja splinters into a whole army. Success there takes you onto some dense woods, then in level 5 the top of a train, some caverns in level six until finally after seven levels of action you reach the Dragon Ninja himself as he's about to escape in a helicopter.

This is another of the worthy list of beat 'em ups converted by Dave Collier, and it's possibly his best yet. The size and detail of the characters is extraordinary. Each one uses four sprites with hi-res overlays and there's some pretty serious multiplexing going on to stop the screen exploding into pixels.

The backdrops are all impressive, particularly in the brighter sections of the game like on the lorry and train,



Down in the sewer.

where the artwork is impressive and convincing.

Sound at the moment is limited to a boppy tune and spot effects, although the ori-

ginal featured shouts of "cola!" each time you replenish your energy with a bottle.

The game itself is multi-load but in two parts only, so although you're sent back to the beginning when you die, it's not so desperate.

My one problem with *Dragon Ninja* though is the game-play. It's very samey and so was the coin-op, and for all the nice graphics and frenetic action in the world it's not a classic. As a conversion it's excellent, but somehow that's not just the point I feel.

**Mike Pattenden**

**GRAPHICS:** 95%  
**SOUND:** 76%  
**PLAYABILITY:** 89%  
**LASTABILITY:** 83%

**84%**



# WIN A



This month's competition is another of those prizes we wish we could win ourselves, a *Dragon Ninja* coin-op. Those reckless chaps at Ocean have put together another of those remarkable technological achievements, the arcade game in a suitcase.

The game comes complete with joystick and monitor and ensures the cabinet doesn't swamp the entire house. Twenty runners-up will receive copies of the game for Amiga or 64.

So how can you wade into Data East's beat 'em up? Well you'll have to answer a few more of the CU quiz-masters' teasing posers:

- 1) What is the tallest building in New York?
- 2) Which of these is not a New York area?  
a) Yorkville, b) Soho, c) TriBeCa, d) Hoboken.
- 3) Name the outspoken Mayor of New York.
- 4) Where is the original Statue of Liberty?

## DRAGON NINJA COIN-OP



Send your answers on a bagel (or a postcard) to New York Compo, CU, Priory Court 30-32 Farringdon Lane, London EC1R 3AU. First out the CU compo vat wins the coin-op, the next twenty get the games. Answers to reach us before Friday 8th January 1989. Don't forget to tell us which machine you own.

# CU ompo



## THE MIDLAND'S LARGEST COMPUTER STORE

**Telephone:**



# AFTERBURNER

AERIAL ARCADE ACE

# SHAKE. RA



**ACTIVISION**

**SEGA®**

**AFTERBURNER – 'THE ARCADE SH**

Afterburner™ Sega® are trademarks of Sega Enterprises Ltd. Game has been manufactured under license from Sega Enterprises Ltd., Japan. Marketed and distributed by Activision.  
 Mail Order: Activision, Blake House, Manor Farm Estate, Manor Farm Rd., Reading, Berkshire. Consumer Enquiries: 0734 311666 Technical Support: 0703 229694.

Available on C64 cassette (£9.99) and disk (£14.99), Spectrum (£12.99),  
 Amiga (£24.99)



# RATTLE. ROLL IT..



Amiga screen shots shown



ST screen shots shown

## THE SENSATION OF THE YEAR'

**AFTERBURNER** – You've played the arcade **smash** – now **experience** the white-knuckled **realism** of a supersonic **dogfight** at home! Using your heat-seeking **missiles** and laser anti-aircraft **fire**, can you be **top gun** against a seething supersonic **swarm**?

**Experience** brain-numbing **G-forces**; bones **rattling** with the body-jarring **pitch** and yaw ... **scan** with your **radar**, **lock on** your target and **FIRE!**

Amstrad cassette (£9.99) and disk (£14.99), Atari ST (£24.99),  
and MSX (£9.99).





A taste of U.S.?



**Y**our country has been taken over by the evil dictator, Baron Swindells (are you sure about this, Richard?). You are the only hope, as usual. Your

government has graced you with a fleet of three multi-million pound helicopters that make the AH-64 Apache Gunship look like a potato gun with wings. What's more, it runs on pure Pepsi Cola,

which is why Pepsi have sponsored all the helicopter's take-off pads (not landing pads, there's no landings to be done here, matey).

Probably the only real way to describe the coin-op is *Afterburner* with a vertical scrolling section and without the mind numbingly fast scrolling. The coin-op's 3D graphics are impressive to say the

least, and feature a brand new way of producing 3D images that are both realistic and manipulable. The screen is set up as a series of planes, each one being a cutaway of a real image. When these planes are transposed onto one another, a 3D image is formed. The angle at which each plane is positioned in relation to its neighbours is governed by the laws of perspective in relation to the position of the helicopter. With me so far?

Each of the four levels is divided into three sections. The first is an overhead view, which has your helicopter flying over a 3D landscape filled with all types of enemy. The second section has you flying into the screen through the same landscape with a different perspective. The third section in each level is a fight with the mothership for that particular area, level 1 for example is a huge battleship.

The first level is a jaunt through a city centre. As you might guess, the buildings cause a bit of a problem when you're in low level combat with tanks and helicopters but since when was realism a part of the arcade.

It's right on the first screen that the 3D effect, though used very crudely on the 64, works really well. The skyscrapers are portrayed as a series of rectangles, each one slightly bigger than the last, overlaid on the previous one.

*And they call Milton Keynes dull . .*

This system means that it's very simple to move around inside a 3D area. You can move your helicopter left, right, forward, backward, and up and down. The same effect applies on the second level, except that the viewpoint has changed.

You have two different types of fire. You can fire a stream of bullets and launch

**US Gold**  
**Price:**  
**£9.99 cass**  
**£14.99 disk**

# THUNDER



64

## Screen Scene



Dropping bombs on the big ship.



The game plays very much like the arcade, apart from the fact it seems a lot easier. Any game that I almost complete inside of the first hour I play has to be easy – I lost all my lives fighting the end of level mother on the last level.

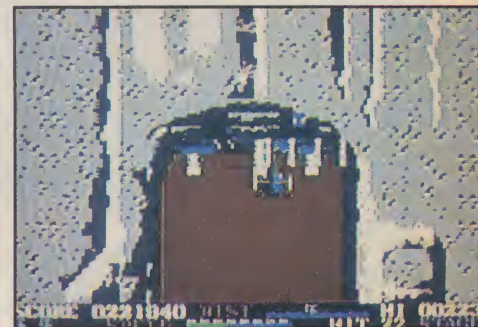
As I've said, the graphics are very fast, and strangely enough, not at all confusing. The 3D update is a little crude and jerky, but it works well enough to provide a recognisable effect. All the sprites are recognisable although there's simply not enough of them. Chris Butler who programmed this, relies far too heavily on character blocks.

The sound is a bit poor, with a weak tune and very few spot effects. The whoosh effect when you take off is particularly pointless.

*Thunderblade* is by no means a disaster but as is the case with *Afterburner*, it comes nowhere close to *Op Wolf* in the gameplay stakes.

**Tony Dillon**

Cavorting in the canyon.



Into the cavern.

missiles, which are far more destructive. The bullets can be fired in a continuous stream, but the missiles are a bit slower to fire. There is quite a pause between each launch of the rockets, so a bit of care is necessary when picking targets.

All this means that there should, by rights, be a lot going on in the joystick area,

but the game is surprisingly simple to control. Speed can be controlled via the keyboard, but it's far easier to use the joystick. The fire button activates both weapons, i.e. the cannon automatically fires and the missiles fire if any are available. Hold down fire and move forward and back to accelerate and decelerate, left and right to move left and

right, and up and down to climb and dive.

They've crammed in all the coin-op, and that means that there's a lot of big things being moved around. For example, on the second level, you have to fly between huge pillars and try and steer through little arches that appear in huge walls. All this is very, very fast, and quite playable too.

# BLADE

SOUND	41%
GRAPHICS	82%
LASTABILITY	68%
PLAYABILITY	69%

# 71%



# AMIGA

## Screen Scene



If only commuting was always like this.

# THUNDERBLADE

Things begin to hot up on level 2.



Price: £24.99



**T**he Amiga version is, without a doubt, as close as you can possibly get to the coin op. It also happens to be the best home version, so Amiga owners are finally getting what they want from their machine.

The game follows along the exact same lines as the C64 version, progressing through all the same levels in order, but it is far better in three respects:

**GRAPHICS:** The game makes full use of the Amiga's colour scheme. The graduated tint on the sky is really nice, the update is incredibly smooth, much more so than the ST version, and hence the 3D works amazingly well.

**SOUND:** is another area where the Amiga version scores over the competition. A really thumping heeeaaavvy soundtracks belts away at your ears at the end of each level and there are some really meaty explosions and neat effects.

**PLAYABILITY:** The final area that gives the Amiga version superiority over all the other versions, and that includes the coin-op for me, is in playability. The game is extremely responsive. The speed gets to you in no time and you find yourself pitching left and right with the joystick, creating your own hydraulics.

Is it as good as *Afterburner* or *Operation Wolf*? That remains to be seen, but they'll have to go some to beat this.

**Tony Dillon**

SOUND	95%
GRAPHICS	91%
LASTABILITY	79%
PLAYABILITY	83%

# 84





**HANDLE WITH  
-CARE-**

Soon to be hitting your screens on ...  
Commodore 64 cassette ..... £9.99  
Commodore 64 disc..... £12.99  
Spectrum cassette ..... £7.99



Telecomsoft, First Floor, 64-76 New Oxford St, London WC1A 1PS.  
Firebird and Firebird Logo are trademarks of British Telecommunications PLC.



A LEGEND IN GAMES SOFTWARE



# THE AMAZING AMIGA...

## COMMODORE AMIGA 500



Pack Includes:

A500 CPU, Mouse, P.S.U., T.V. Modulator, Very First Tutorial, Workbench 1.3, Basic, Extras and Manuals.

## PLUS POSTRONIX BONUS PACK

**WORTH OVER £250** which includes 10 Blank Disks, Disk Storage Box, 10 Excellent Games, Mouse Mat, Mouse Bracket (Mouse Holder) Deluxe Paint.

**£399.00** + £5.00 post and packing

## AMIGA 500 PLUS DISK DRIVE

Instruction Manuals, Extra Disk, Workbench 1.3, The Very First Tutorial, T.V. Modulator, Photon Paint, Mouse PLUS additional Amiga Compatible Disk Drive and 10 Blank Disks.

**£449.00** + £5.00 post and packing.

## AMIGA 500 + 1084S STEREO/ COLOUR MONITOR

(including the Amiga 500 deal) **£649.00**  
+ £10.00 post and packing



## MPS 1200P

## MPS 1200P

The Commodore MPS1200P printer presents the state of the art in dot matrix printers, with all the features of a printer that would cost much more. The MPS1200P is designed to be like three printers in one. It can act just like an Epson FX printer, or with the flip of a switch, it can act just like an IBM Graphics Printer with IBM Group II-1 character set (Danish/Norwegian character set) support. It can also print all the characters available with the Amiga in the Amiga configuration. The MPS1200P is capable of all the printing functions you would expect, as well as some additional features you may not expect.

## MPS 1500C COLOUR PRINTER

### A. TECHNICAL CHARACTERISTICS

PRINTING TECHNIQUE ..... Impact dot matrix (9-needle print head).  
DRAFT MODE ..... — matrix: 9 vertical dots x (5 + 4) horizontal dots; — print speed: 120 char/s, at 10/char in  
TABULATION SPEED ..... 2 char/s  
PRINTING DIRECTION ..... bi-directional, with optimised head movement  
PRINT PITCHES ..... 10 char/in to 24/char/in programmable from line, and in SET-UP mode  
LINE FEED ..... — 1/6in (4.23 mm), 1/8 (3.17 mm) and 7/72 in (2.4 mm); — n/216 in and n/72 in.  
CHARACTER SET ..... ASCII characters and special characters.  
MAX. PRINT LINE LENGTH ..... 40 top 192 characters, according to print pitch selected.

**£229.99**  
+ £5.00 post and packing

**£199.99**  
+ £5.00 post and packing



## 1084 HIGH RESOLUTION COLOUR MONITOR

## 1084S STEREO/COLOUR MONITOR

Compatible with PC,  
Amiga, C64c, C128

**£259.00**

+ £5.00 post and packing

## AMIGA 1010 DISK DRIVE



**FREE  
DISKS**

## AMIGA 1010 DISK DRIVE

Amiga 3.5" external drive. Capacity 880K

PLUS FREE DISK  
STORAGE BOX &  
10 BLANK DISKS

**£149.99**

+ £5.00 post and packing

## A501 RAM PACK

512K for the Amiga

**£149.99**

+ £5.00 post and packing



# ... AND MORE BESIDES!



## THIS TOPICAL GAMES COMPENDIUM OFFERS A TRUE SPORTING CHALLENGE

Pack contains: C64c Computer 1530 Datasette, Quickshot II Joystick, Matchpoint (Tennis), Snooker, World Championship Boxing, Daley Thompsons Supertest, Hypersports, Basketball, Matchday II, Daley Thompsons Decathlon, Basket Master, Track and Field.

PLUS POSTRONIX BONUS PACK OF £100 OF FREE SOFTWARE

**£149.99**

+ £5.00 post and packing



## COMMODORE FAMILY ENTERTAINMENT

## AN EXCELLENT PACK PROVIDING HOURS OF ENTERTAINMENT FOR ALL THE FAMILY

Pack includes: C64c Computer 1530 Data Cassette, Quickshot II Joystick, Personal Hi-Fi, Commodore Juke Box Audio Tape (10 Hits), Yamaha SHS10 FM Digital Keyboard with Midi, Ghostbuster, Rollaround, Tau Ceti, Agent X11, Surprise Game.

Plus: POSTRONIX BONUS PACK OF £100 OF FREE SOFTWARE

**ONLY £199.99**

+ £5.00 post and packing

## A GREAT DOUBLE THEME PACK OFFERING THE BEST OF HOLLYWOOD, PLUS A COMPENDIUM OF T.V. GAME SHOWS

Pack includes: C64c 1530 Data Cassette, Quickshot II Joystick, The Great Escape, Miami Vice, Platoon, Rambo, Top Gun, Every Second Counts, Blockbusters, Bullseye, Trivial Pursuit, Krypton Factor.

Plus: POSTRONIX BONUS PACK OF £100 OF FREE SOFTWARE

**ONLY £149.99**

+ £5.00 post and packing

## 1541 II DISK DRIVE PACK

### 1541 II DISK DRIVE PACK

Pack includes:

1541 II Disk Drive, 10 Excellent Disk Games, 20 Blank Disks, 5 1/4" Diskette Storage Box. AND GEOS!

**£169.99**

+ £5.00 post and packing



## ICONROLLER

### ICONROLLER

Iconroller is semi permanently mounted on your computer console. Iconroller leaves hands on the keyboard while executing Icon commands with your fingertips.

**£15.99**



## COMMODORE ADD-ONS

### A) 1750 RAM EXPANSION MODULE FOR CBM 128

Simply plug it into the expansion port on your CBM 128 and 512K Bytes of additional Ram are available.

### B) 1351 COMMODORE MOUSE

The Commodore 1351 Mouse is controller designed for use with the CBM 64/128.

### C) 1764 RAM EXPANSION MODULE FOR COMMODORE 64

How do you get a total of 320K Ram on your 64, just plug in the 1764 Module.

**A £149.99 B £19.99 C £99.99**

All prices + £5.00 post and packing.

## THE HOLLYWOOD PACK



## SEIKOSHA PRINTER

### SEIKOSHA PRINTER

Compatible with most makes of Commodore computers. Features variety of fonts including graphics and near letter quality, reverse printing, italics, tractor feed and paper separator. Comes complete with serial cable.

**£159.00**

+ £5.00 post and packing



### STARFIGHTER

Compatible with Sinclair Spectrum, Commodore, Atari Computers, Atari 2600 Video Games Systems.

**£14.95**



### CHEETAH 125+

Compatible with Spectrum, Commodore, Atari 2600 Video System, Atari, Amstrad PC, Amstrad.

**£8.95**



### SLIK STIK JOYSTICK CONTROLLER

Compatible with Atari Computers, Atari Games System, Commodore.

**£6.99**



### CHALLENGER DELUXE

Compatible with Spectrum (with optional interface), Commodore, Atari 2600 Video System, Atari Computers, Amstrad computers.

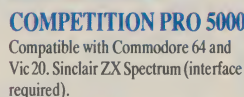
**£4.99**



### TAC 5 CONTROLLER JOYSTICK

Compatible with Atari, Commodore.

**£13.99**



### COMPETITION PRO 5000

Compatible with Commodore 64 and Vic 20, Sinclair ZX Spectrum (interface required).

**£14.95**



### TAC 2 CONTROLLER JOYSTICK

Compatible with Commodore 64 and Vic 20, Atari Computers, Atari Game Systems.

**£10.99**



### RAM DELTA DELUXE MICROSWITCH JOYSTICK

Compatible with Atari computers and Video Games Machines, Amstrad PCW (with adaptor), Spectrum (with adaptor), Commodore.

**£9.99**



### MICRO HANDLER MULTI FUNCTION JOYSTICK

Compatible with Commodore, Commodore C16/+4 (adaptor required), Atari.

**£24.95**



## ONLY AVAILABLE FROM POSTRONIX LTD

A whole new range of innovative computer covers, made from durable clear plastic. Designed to fit your computer perfectly ... not only safe from dust but also all forms of accidental damage.

**C64 OLD STYLE £6.99**

**C64C NEW STYLE £7.99**

**AMIGA 500 £9.99**

**ATARI 520ST £9.99**

**ATARI 1040ST £9.99**

LARGE STOCKS OF SOFTWARE & ACCESSORIES FOR ALL 16 BIT, 8 BIT COMPUTERS - ALSO ALL MAJOR GAME CONSOLES - PHONE (0604) 791771 NOW WITH YOUR REQUIREMENTS.

<b>postronix</b> SEND YOUR ORDER TO: POSTRONIX NENE ENTERPRISE CENTRE FREEHOLD STREET NORTHAMPTON NN2 6BW		TITLE (TICK) MR MRS MISS ADDRESS CUSTOMER NO (IF KNOWN) POST CODE		INITIALS SURNAME OR PHONE 0604 791771 24 HOUR ORDER SERVICE ALL SOFTWARE ITEMS ARE INCLUSIVE OF P.P. ALL HARDWARE ITEMS ARE P.P. ONLY FOR NEXT DAY DELIVERY £18.00 P.P. (CREDIT CARD & CASH ORDERS ONLY)	
CATALOGUE ITEM NO. DESCRIPTION ITEM PRICE QTY TOTAL PRICE		IF YOU REQUIRE A FREE CATALOGUE PLEASE TICK <input type="checkbox"/> PLEASE DEBIT MY CREDIT CARD SIGNATURE DATE OR ENCLOSE CHEQUE/POSTAL ORDER FOR CREDIT PAYABLE TO POSTRONIX TOTAL ORDER POSTAGE & PACKING GRAND TOTAL			

OFFER APPLIES TO U.K. ONLY. OVERSEAS ORDERS CHARGED AT OVERSEAS RATE.



# THE GREATEST SPORTS COMPILATION EVER!

## CAME SET AND WATCH

# 2

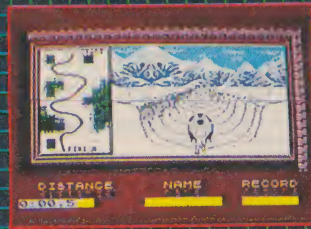
## ocean

### FEATURING ALL THESE FANTASTIC GAMES

**MATCH DAY II** · **WINTER OLYMPIAD** · **SUPER HANG ON** · **BASKET MASTER** · **STEVE DAVIES' SNOOKER**  
**TRACK & FIELD** · **NICK FALDO'S OPEN** · **SUPERBOWL** · **IAN BOTHAM'S TEST MATCH** · **CHAMPIONSHIP SPRINT**

Score a goal, race on two wheels, compete in the winter olympics with Bob Sled, Ski Jump, Slalom and downhill. Match strokes with Nick Faldo, make the winning break against Steve Davis but play a straight bat as Ian Botham. Enter the arena in Track & Field as you compete in 100 metre dash, Long Jump, Javelin, 110 metre hurdles, Hammer Throw and High Jump and if

that doesn't finish you off then throw jump shots against the basket ball aces, give it all you've got and go for a touchdown in the NFL Superbowl – then you can sit down...in the cockpit of a Formula 1 racing car as you compete to take the chequered flag! Check out GSM 2 – the ultimate in sports compilations for the SPECTRUM, COMMODORE and AMSTRAD micros.



D I S K  
**£17.95**

## ocean

C A S S E T T E  
**£12.95**

D I S K

C A S S E T T E

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650



# AMIGA

## Screen Scene



carnage with. I plumped for the trusty Kalashnikov and prepared to widow a few wives, and make some mothers very unhappy.

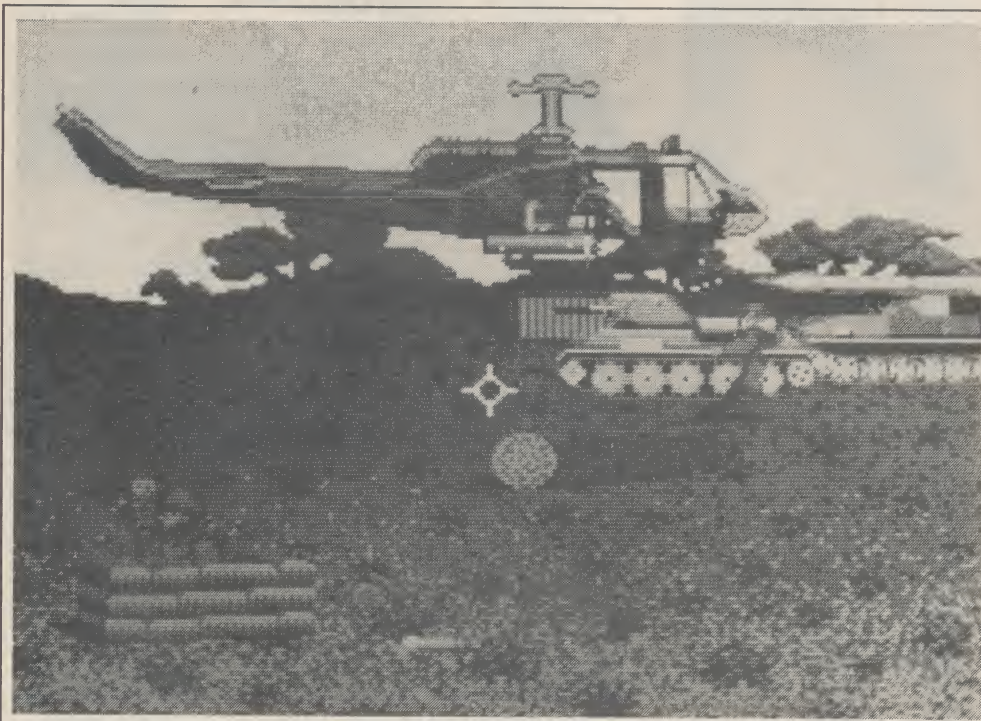
The screen is littered with soldiers, tanks and helicopters all intent on stopping your progress. Things are further complicated by the jerky nature of the game. Your shots seem to register on the enemy very late, by which time you've wasted valuable ammunition which could have been used on another more pressing target. You also tend to lose sight of the crosshair on the screen amongst all the puffs of dust and explosions.

Veteran is also limited in comparison to *Op Wolf* because the screen doesn't actually scroll like the Taito game. Instead the opposition walk into the scene and out again whilst you remain motionless. This means that the background is static and rather drab.

Sound is reasonable with plenty of stuttering machine guns, a few (weak) explosions, and digitised screams of pain. There's also some digitised speech.

*Veteran* is by no means a poor game, but it's budget and it does show. The test is undoubtedly tough enough, but I think most would rather wait for the real thing than meet the poor relation.

Mike Pattenden



**Software Horizons**  
**Price: £14.95**

# VETERAN

**B**ring on the clones! With *Op Wolf* yet to arrive in the office, Software Horizons have taken a steal on the blood and guts brigade with a cheapo replica. On loading you're offered a nice, if somewhat gruesome option to choose which weapon you want to cause the

**SOUND** 61%  
**GRAPHICS** 72%  
**LASTABILITY** 54%  
**PLAYABILITY** 56%

**55%**



# TRYBRIDGE SOFTWARE DISTRIBUTION

TITLE	CBM64 CASS DISK	TITLE	CBM64 CASS DISK	TITLE	AMIGA
ACE OF ACES	2.95	MEGA APOCALYPSE	7.45 10.45	AFTERBURNER	16.95
AFTERBURNER	7.45 10.45	METROCRUSS	2.95	AMIGA GOLD HITS 1	16.95
AIRBORNE RANGER 128	9.95 13.95	MICKY MOUSE	7.45 10.95	BARBARIAN 1 OR 2 PAL	11.95
ALIEN SYNDROME	6.45 9.95	MICROMUD	10.95	BARDS TALE 1 OR 2	15.95
AM CIVIL WAR VOL 1, 2 or 3	14.95	MICRO SOCCER	9.95 13.95	BAT	15.95
APOLLO 18	6.95 10.45	MINDFIGHTER	9.95 13.95	BATMAN CAPED CRUSADER	14.95
ARCHON COLLECTION	7.45 10.45	MINI OFFICE 2	9.95 13.95	BATTLE CHESS	15.95
ARKANOID 2 REVENGE	6.00 9.95	MINI PUTT	6.95 10.45	BLAZING BARRELS	11.95
ARMALYTE	3.95	MODERN WARS	10.45	BOMBUZAL	14.95
ARMY MOVES	3.95	MORPHEUS	9.95 11.95	BUGGY BOY	14.95
BARBARIAN PSYGNOSIS	6.95	MOTOR MASSACRE	6.95 9.95	CAPTAIN BLOOD	14.95
BARBARIAN 2 PALACE	6.95 9.95	1943	7.45 10.95	CARRIER COMMAND	14.95
BARDS TALE 1	7.45 10.95	19 BOOTCAMP	6.95 9.95	CHESSMASTER 2000	15.95
BAT	12.95	NETHERWORLD	6.95 10.95	CHRONQUEST	19.95
BATMAN CRUSADER	6.25 9.95	NICE! MANSELL GP	6.95 10.45	DALEY THOMPSON 88	14.95
BATTLEFRONT	14.95	NIGHTRAIDER	7.45 10.95	DEFENDER OF CROWN	18.95
BATTLE IN NORMANDY	14.95	ONE ON ONE 2	10.45	DEJA VU	11.95
BEST OF BEYOND	2.95 3.95	OPERATION NEPTUNE	7.45 10.95	DELUXE MUSIC CON SET	49.95
BEST OF ELITE VOL 1	3.95	OPERATION WOLF	7.45 10.45	DELUXE PRINT 2	49.95
BEST OF ELITE VOL 2	6.95	OUTRUN	7.45 10.45	DOUBLE DRAGON	11.95
BIONIC COMMANDO	7.45 10.95	OVERLANDER	6.95 9.95	DRAGON NINJA	14.95
BLACK TIGER	4.95 9.95	PACLAND	6.25 9.95	DUNGEON MASTER (IMEG)	14.95
BOMBUZAL	6.45 9.95	PACMANIA	6.25 9.95	ELIMINATOR	13.95
BUBBLE BOBBLE	5.95 8.95	PANDORA	2.95	ELITE	14.95
BUGGY BOY	6.95 9.95	PAPERBOY	2.95	EMPIRE	15.95
BUTCHER HILL	7.45 10.95	PATTON VS ROMMEL	10.95	EMPIRE STRIKES BACK	11.95
CAPTAIN BLOOD	6.95 9.95	PAWN	13.95	F16 COMBAT PILOT	16.95
CARRIER COMMAND	9.95 13.95	PEPSI MAD MIX	5.95 9.95	FALCON	19.95
CARRIERS AT WAR	14.95	PETER BEARDSLEY	6.95 9.95	FANTAVISION	29.95
CAVEMAN UGH-LYMPICS	7.45 10.45	PHM PEGASUS	6.95 10.95	FED OF FREE TRADE	19.95
CHESSMASTER 2000	6.95 10.45	PIRATES	9.95 13.95	FERRARI FORMULA 1	15.95
CHUCK YEAGER	6.95 10.45	PLATOON	6.95 9.95	FINAL COMMAND	14.95
CONSULTANT	10.45	POOL OF RADIANCE	19.95	FIGHT	17.95
CYBERNOID 1 OR 2	7.45 10.95	POWER AT SEA	10.95	FLIGHT SIM 2	26.95
DALEY THOMPSON 88	6.50 9.95	PREDATOR	7.45 10.95	FLT DISC 7 OR 11	13.95
DARK FUSION	6.95 9.95	PRESIDENT MISSING	8.95 10.95	FLT DISC EUROPEAN	13.95
DARK SIDE	6.95 9.95	PRO SOCCER SIM	6.95 9.95	FLY DISC JAPAN	19.95
DEATHLORD	10.45	PUFFY SAGA	7.45 10.45	FOOTBALL DIRECTOR 2	11.95
DEJA VU	13.95	QUEDX	9.95	FUSION	16.95
DELTA	3.95	RACK EM	6.95 10.45	GALACTIC CONQUEROR	14.95
DELLS LE MANS	7.45 10.45	RAMBO 3	6.45 9.95	GALDREGONS DOMAIN	13.95
DOUBLE DRAGON	6.95 9.95	REACH FOR STARS	14.95	GARFIELD	14.95
DRAGON NINJA	6.95 9.95	RED OCTOBER	9.95 13.95	GHOSTS N GOBLINS	14.95
DYNAMIC DUO	6.45 9.95	RED STORM RISING	8.95 12.95	GUILD OF THIEVES	14.95
EARTH ORBIT STATION	12.95	RETURN OF JEDI	6.95 9.95	GUNSHIP	14.95
ECHOLON	7.45 10.95	REX	7.45 10.45	HAWK	12.95
EMLYN HUGHES F/BALL	6.95 8.95	REVS	2.95 4.95	HIRE ATTACK	12.95
EMPIRE STRIKES BACK	6.95 9.95	ROAD BLASTERS	7.45 10.95	HEROES OF LANCE	16.95
ENLIGHTENMENT	2.95 3.95	ROBOCOP	6.45 9.95	HISTORIES	14.95
ENLIGHTENMENT 2	6.95 9.95	ROMME	14.95	INGRIDIS BACK	11.95
EUROPE ADLZE	14.95	ROVERS	7.45 10.95	INTERCEPT	15.95
EXPLODING FIST	6.95 8.95	R-TYPE	6.95 10.45	IRON LORD	15.95
4x4 OFF ROAD RACING	7.45 10.45	RUSSIA	13.95	JET	26.95
F16 COMBAT PILOT	9.95 13.95	SALAMANDER	6.25	JOAN OF ARC	16.95
FAIR MEANS OR FOUL	6.95 8.55	SAMURAI WARRIOR	5.95 9.95	KENNEDY APPROACH	14.95
FAST BREAK	7.45 10.45	SAWNOX	2.95	LANCELOT	14.95
FERNANDEZ MUST DIE	6.95 9.95	SAVAGE	6.95 8.95	LESTER SQUAD	16.95
FINAL COMMAND	10.95	S.D.I (ACTIVISION)	7.45 10.45	LEADERBOARD BIRDIE	16.95
FISH	11.95	SENTINEL	2.95 4.95	LED STORM	13.95
FISTS & THROTTLES	8.45 9.15	SERVE & VOLLEY	7.45 10.45	LEGEND OF SWORD	14.95
FLIGHT ACE	9.95 12.95	SHOCKWAY RIDER	10.95 14.95	LEMBARD PAC RALLY	14.95
FLYING SHARK	5.00 9.95	SHOOT UP CON KIT	10.95 14.95	MANHATTAN DEALER	14.95
FOX FIGHTS BACK	9.95	SHOOT OUT	7.45 10.45	MENACE	12.95
FOOTBALL DIRECTOR	6.00	STARFLEET	10.45	MORTVILLE MANOR	15.95
F15 STRIKE EAGLE	6.95 9.95	SIDEWIZ	2.95	1943	16.95
F16 COMBAT PILOT	9.95 12.95	SILENT SERVICE	6.95 9.95	NAVCOM 6	14.95
FOOTBALL MANAGER	2.95 6.95	SILICON DREAMS	9.95 9.95	OPERATION WOLF	14.95
FOOTBALL MANAGER 2	6.95 9.95	SKATE	7.45 10.95	OUTRUN	13.95
GAME OVER 2	6.95 9.95	SKATECRAZY	7.45 10.45	PACMANIA	11.95
GAME SET & MATCH 2	8.95 11.95	SKATE OR DIE	7.45 10.45	PAPERBOY	14.95
GARFIELD	6.50	SOLDIER OF FORTUNE	6.95 8.95	PAWN	14.95
GIANTS	10.45 12.95	SOLDIER OF LIGHT	6.95 9.95	PHANTOM FIGHTER	13.95
G I HERO	5.95 8.95	SOLID GOLD	7.45 10.95	POOL OF RADIANCE	16.95
G LINEKER HOTSHOT	7.45 10.95	SPACE	10.45 12.95	P.C.W.	19.95
GOLD SILVER BRONZE	10.45 12.95	SPITTING IMAGE	6.95 9.95	PONDROMPE	19.95
GRAND PRIX CIRCUIT	7.45 10.45	SPORTSWORLD 88	9.95 10.95	PRO SOCCER SIM	11.95
GUERRILLA WARS	6.45 9.95	SPY V SPY ARCTIC	2.95	PUFFY SAGA	15.95
GUILD OF THIEVES	13.95	SPY V SPY TRILOGY	6.95 9.95	RAMBO 3	14.95
GUNSHIP	9.95 13.95	STAR WARS	6.95 9.95	REACH FOR STARS	15.95
HALLS OF MOTEZUMA	14.95	STEALTH FIGHTER	9.95 13.95	RETURN OF JEDI	11.95
HAWKEYE	6.95 9.95	STEEL THUNDER	10.45	ROAD BLASTERS	13.95
HOCKEY	10.45	STREET FIGHTER	7.45 10.95	ROBOCOP	14.95
IKARI WARRIORS	6.95 9.95	STREET SOCCER	7.45 10.95	ROCKET RANGER	19.95
IMP MISSION 2	7.45 10.45	STRIKEFLEET	10.45	R-TYPE	16.95
INFILTRATOR 2	7.45 10.95	STRIP POKER 2	6.95 9.95	SARGON 3 CHESS	14.95
INFOBROD	1.95	SUPERSPORTS	7.45 10.95	SAVAGE	14.95
INGRIDIS BACK	9.95 9.95	SUPERSUNDAY	3.95	SENTINEL	11.95
INSTANT MUSIC	7.45 10.45	SUPREME CHALLENGE	8.95 11.95	SHOOT EM UP CON KIT	14.95
INTENSITY	6.95 8.95	20 GARTBUSTERS	6.95	SILENT SERVICE	14.95
INT KARATE	2.95 6.95	TARTO CON OPS	8.95 11.95	SITEBALL	14.95
INTO EAGLES NEST	2.95	TARGET RENEGADE	5.95 9.95	STARFLEET	16.95
I.O.	6.25 9.95	TECHNO COP	7.45 10.95	STARGLIDER 2	14.95
IKON LORD	8.95 13.95	TERRAPODS	6.95	STAR RAY	14.95
JEWELS OF DARKNESS	9.00 11.95	TEST DRIVE	6.95 10.45	STEALTH FIGHTER	16.95
KARATE ACE	10.45 12.95	THE GAMES SUMMER	7.45 10.95	STRIP POKER 2	9.95
KNIGHTORC	9.95 9.95	THE WINTER	7.45 10.95		
KONAMI COLLECTION	6.95 12.95	THE IN CROWD	8.95 11.95		
KOREAN WAR	13.95	THUNDERBLADE	7.45 10.45		
LANCELOT	9.95 11.95	TIGER ROAD	7.45 10.45		
LASER SQUAD	6.95	TIMES OF LORE	6.95 9.95		
LAST NINJA 2	8.95 9.95	TIME & MAGIC	9.95 9.95		
LBOARD PAR 4	10.95 12.95	T.K.O.	7.45 10.45		
LED STORM	7.45 10.95	TOTAL ECLIPSE	6.95 8.95		
LEGACY OF ANCIENTS	12.95	TRACKSUIT MANAGER	6.95 9.95		
LIVE AMMO	6.95 9.95	TRAIN ESCAPE	6.95 10.45		
LIVE & LET DIE	6.95 9.95	TRIV PURSUIT	9.95 12.95		
LORDS OF MIDNIGHT	2.95	TRIV PURSUIT NEW	9.95 12.95		
MADBALLS	5.95	TYGER TYGER	6.95 8.95		
MAG MAX	2.95	TYPHON	6.00 8.95		
MAGNIFICENT 7	6.95 12.95	ULTIMATE GOLF	7.45 10.95		
MARAUDER	7.45 10.95	UNTOUCHABLES	6.25 9.95		
MARS SAGA	10.45	VINDICATOR	5.95 9.95		
MATCHDAY 2	5.95 9.95	VIRUS	6.95 9.95		
MARTHUS WAR	13.95	WE ARE THE CHAMPS	6.95 12.95		
MEANSTREAK	2.95	WEC LE MANS	6.25 9.95		
		WHIRLIGIG	5.95 8.95		

Please send cheque/PO/Access/Visa No. and expiry date to:

**TRYBRIDGE LTD, 72 NORTH STREET,  
ROMFORD, ESSEX RM1 1DA**

Please state make and model of computer when ordering.

P&P inc. UK on orders over £5.00.

Less than £5.00 & Europe add £1.00 per item.

Elsewhere please add £2.00 per item for airmail.

**TEL. ORDERS: 0708 765271**

## NEW FROM TRILOGIC

BACK-UP AND TRANSFER PROGRAMS  
FROM DISK TO TAPE TAPE TO DISK  
DISK TO DISK TAPE TO TAPE

## LAUNCH AHEAD!

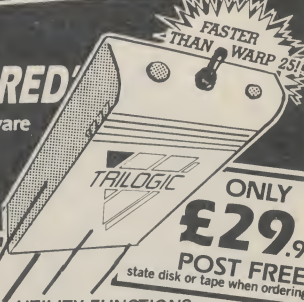
### WITH THE NEW 'ROCKET POWERED' Including V3.2R Software

## Expert CARTRIDGE

### COMPLETE BACK-UP SYSTEM MAIN FUNCTIONS

- Freezes all Programs.
- Creates a back-up onto Disk or Tape. Regardless of whether the original was loaded from Disk or Tape.
- Independent tests show the Expert to have the most effective compactor so you can save more games per Disk and have faster reloading.
- Saves a back-up in one file.
- Expert is not needed for reloading a back-up.
- Programs reload in less than 10 seconds using New Rocket Loader.

### ROCKET — A SUPER-FAST DISK TURBO LOADER



- UTILITY FUNCTIONS**
- Sprite Saver & Editor with Animator.
  - Infinite Lives Command
  - Joystick Autofire mode — even better than Autofire Joysticks
  - Joystick Port Swap — Your back-ups can use the same port.
  - Powerful & Professional 64k MCode Monitor
  - Printout Hires & Lores Screens.
  - Expert Express — Use the Expert as a Disk Turbo Loader.
  - Loads independently of the Cartridge.
  - Reload on average back-up in 6 seconds.
  - Loads any size of file. One file format.

## COMPUTER PROBLEMS? CALL A DOCTOR!

### 64 DOCTOR A professional diagnostic CARTRIDGE for your C64.

- TESTS:**
- Keyboard
  - Joystick Port
  - Serial Port
  - User Port
  - Cartridge Port
  - Basic Rom
  - Kernal Rom
  - CIA Chips
  - Video Chip & Video Banks
  - Sound Chip
  - NMI & I/O Interrupts
  - Cassette Key Press
  - Cassette Data
  - Even tests your Joystick.
- £18.99**

### COMPRISES, 64 DOCTOR CARTRIDGE, USER & SERIAL PORT TESTERS, AND — **FREE** — The only comprehensive fault diagnosis and Repair Guide available.

- Explains step by step, how to locate faults
- Identify chips
- How to dismantle the keyboard.
- Includes Commodore part number guide.
- Full of tips and hints many known only to the trade.
- How to solder chips the professional way.
- Written by professionals with a vast knowledge of 64 faults and repairs.

## LOADING PROBLEMS?

### DATASETTE DOCTOR

#### THE ONLY COMPLETE DATASETTE SERVICE & ALIGNMENT KIT.

- Check and adjust alignment  
Two Tests with very precise adjustment.
- Check Datasette Circuitry  
Shows up electronic faults.
- Check for Electrical Interference  
Shows up noise from TV's & main wiring.
- Check Saving Performance  
Special high Baud rate saving test.
- Check Loading Performance  
Special Turbo loading test.
- Clean & Demagnetise Tape Head  
Cleaner/Demagnetiser supplied.

### DRIVE DOCTOR

#### With this complete kit you can check-

- HEAD ALIGNMENT — Unique test makes accurate setting easy.
  - HEAD MOVEMENT — Shows up wear and friction.
  - BACK STOP SETTING — Critical but easy to adjust.
  - MOTOR SPEED — Show speed errors.
  - ALSO shows up free play & faulty Simulator.
- COMES COMPLETE WITH  
PROGRAMME TAPE,  
SPECIAL ALIGNMENT DISK  
AND FULL INSTRUCTIONS.**

### ALL 3 DOCTORS ARE HIGH PERFORMANCE, ORIGINAL TRILOGIC PRODUCTS OUTPERFORM SIMILAR RIVAL PRODUCTS OFTEN COSTING MUCH MORE.

## BARGAINS ON DISKS, BOXES, JOYSTICKS, DUSTCOVERS ETC.

DISK BOX FOR 50 5 1/4" DISKS, LOCKABLE	£8.99
DISK BOX FOR 100 5 1/4" DISKS, LOCKABLE	£10.99
DISK NOTCHER — USE BOTH SIDES OF D/SD DISKS	£4.99
5 1/4" DS/DD DISKS PACKS OF 10 WITH LABELS	£6.75
5 1/4" DS/DD DISKS SEALED PACKS OF 25 WITH LABELS	£14.99
QUICKSHOT MK 2 JOYSTICK WITH AUTOFIRE	£8.99
QUICKSHOT 2 TURBO JOYSTICK — FAST ACTION	
MICROSWITCH TYPE WITH AUTOFIRE	£13.49
JOYSTICK 3m EXTENSION LEAD	£3.99
C64/C64C DUST COVER (STATE WHICH)	£3.49
C128/128D DUST COVER (STATE WHICH)	£4.99
1541/1571 DUST COVER (STATE WHICH)	£4.99
1701/1901 DUST COVER (STATE WHICH)	£6.99
MP5801/MP5803 DUST COVER (STATE WHICH)	£5.99
CBM COMPATIBLE DATARECORDER	£17.99
D011 BACK-UP BOARD FOR 2 DATARECORDERS	£7.99
C15 DATACASSETTES, PACKS OF 5	£3.75
TITAN HEAVY DUTY C64 POWER UNITS	£31.95
TITAN POWER UNIT WITH SUPPRESSORS	£39.95
4 WAY 3m EXTENSION LEAD WITH SPIKE SUPPRESSORS	£8.99

**TRILOGIC**

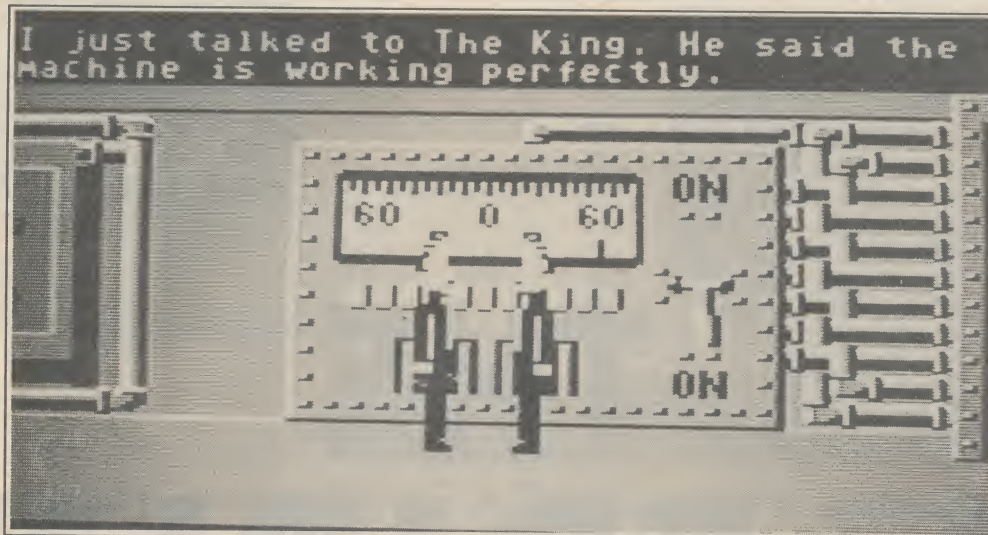
Trilogic, Dept. C.U. Unit 1  
253 New Works Road  
Bradford BD12 0QP  
Tel - 0274 - 691115

FAST MAIL ORDER SERVICE - PROMPT DESPATCH - ALL PRICES FULLY INCLUSIVE PLUS 10 DAY MONEY BACK GUARANTEE ON ALL ITEMS - PAYMENT BY CASH - CHEQUES PAYABLE TO TRILOGIC BY POSTAL ORDER. ACCESS OR VISA ADD £1 EXTRA FOR EXPORT ORDERS. PAYMENT IN STERLING ONLY PLEASE.

EXPRESS DELIVERY £1.95

Fax 0274 - 600150



Screen  
Scene

# ZAK McKRACKEN

**S**omething called *Zak McKracken and the Alien Mindbenders* could only come from the US. You need look no further than the packaging to confirm your suspicions. This latest Lucasfilm adventure concerns the exploits of a tabloid hack — that's McKracken — who is trying to save the world from a Martian plot.

If that seems fairly straightforward, then a read of the freebie news-sheet 'The

National Inquisitor' will soon have you scratching your head. The Inquisitor's a spoof of America's National Inquirer, a paper that makes the Sunday Sport look like Hansard. It contains stories like 'TWO HEADED SQUIRREL ATTACKS TWO CAMPERS AT ONCE', 'ALIEN AMUSEMENT PARK FOUND ON MARS', and 'WORLDWIDE STUPIDITY EPIDEMIC LINKED TO SPACE ALIENS IN PHONE COMPANY'.

Each of the stories holds

some vital clue to solving the mystery and thwarting the 'space aliens from Mars' whose aim is to turn the world stupid.

The game begins with a short 'cut scene' in the office of Zak's boss, the editor of the Inquisitor. You don't actually take part in cut scenes, they're like little cinematic vignettes which connect up parts of the story or let you know what's going on in some other part of the adventure. This first scene shows Zak getting yet another crummy assignment from the Ed. He has to go to Seattle to check out the two-headed squirrel story.

## Gossiping martians.

Next we cut to Zak waking up in bed. Like true seasoned adventurers we can now begin to search his gaff for anything — absolutely anything that might come in handy along the way. The nice thing about this game is that it doesn't make things impossibly difficult from the word go. To begin with, in Zak's bedroom you will find his cashcard, a kazoo and a yellow crayon!

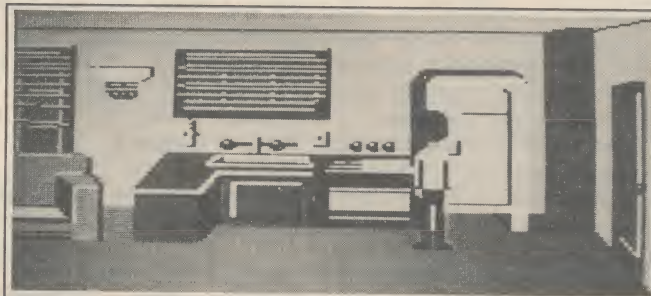
You can select from a menu of verbs and nouns at the bottom of the screen. For example you can select 'pull' from the screen menu then point the cursor at the desk drawer and — what do you know — it opens. Zak moves around in the same way — by selecting 'walk to' from the menu and pointing on screen with the cursor.

Adventurous types, once they've ransacked Zak's place, will want to take a look at the outside world. Once you've taken a look around the local shops you can catch the bus to San Francisco airport and travel a bit further afield, say to London, the Bermuda Triangle, Egypt, or even Mars. Every now and then you quest will be interrupted by cut scenes, usually showing the Martians preparing to rob the world of its mental faculties via the telephone network.

If you can put up with American humour and the lo-res graphics then who knows, you might find yourself having a lot of fun with this game.

**Ken McMahon**

*Hmm what's in the white drinks cabinet . . .*

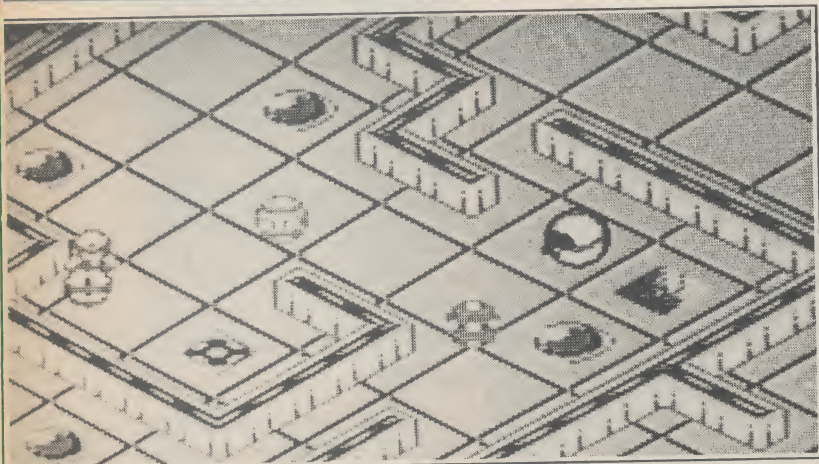


**Electric  
Dreams/  
Activision**  
**Price:**  
**£9.95 cass**  
**£14.99 disk**

**SOUND 35%**  
**GRAPHICS 55%**  
**LASTABILITY 75%**  
**PLAYABILITY 76%**

**77%**





# THE INCREDIBLE SHRINKING SPHERE

**R**emember *Marble Madness* and all those other ball bearing spin-offs? Well, you can add *Incredible Shrinking Sphere* to the list. *ISS* is a complicated sort of a game in which you control the aforementioned sphere on a metallic 3D pin-ball table landscape.

But there's more to *ISS* than a bit of fancy work with the flippers and the odd surreptitious nudge. The plot, it has to be said, is the usual load of old cack.

The Sangfalmadore Run is really bad news. If it was a ski slope and you wanted to find Prince Charles, the Sangfalmadore Run is where you'd look. Get the idea? Normally the daring types in the Sphere training Corps — the SAS of Sangfalmadore — do the run a couple of times before breakfast just for kicks. But because of some inhospitable

seismic activity (that's an earthquake to you) it's out of bounds.

But Colonel-in-Chief Matt Ridley is not the kind of man to let an earthquake interfere with his early morning entertainment and he goes and gets stuck so that you can rescue him.

There are eight levels to the Sangfalmadore run, each divided into four plates. You can pop down a hole in one plate

and emerge in another then pop back up again if you want. This is quite a handy trick to escape from the assassin spheres that chase after you. Of course you can always try to shoot them instead.

Like pinball, *ISS* has all sorts of bumpers, flippers and weirdo gadgets for you to experiment with, but you won't find any of

these on an ordinary pinball machine. Most useful are shield icons which make you invincible to the assassin spheres. Most of these icons are self-explanatory — chaotic bounce, fire power, prison, black holes and so on. The best way to find out what they do is to roll over them. In any case it pays to keep on the move to avoid the craters which appear in the planet surface.

There are certain parts of the terrain which you won't be able to negotiate unless your sphere has the right characteristics — achieved by rolling over the appropriate icons. For example some runs are very narrow and you have to roll over a shrink icon before you can get down them. Your sphere must have low mass and high speed to get over a ramp without flattening it.

It says in the blurb that the idea for *ISS* came from the pattern on a pair of slippers. I don't think they could have been the Marks & Spencers ones with pictures of puppies on that Bohdan Buciak wears. Anyway this one gets the toes up from me. **Ken McMahon**

Lucasfilm

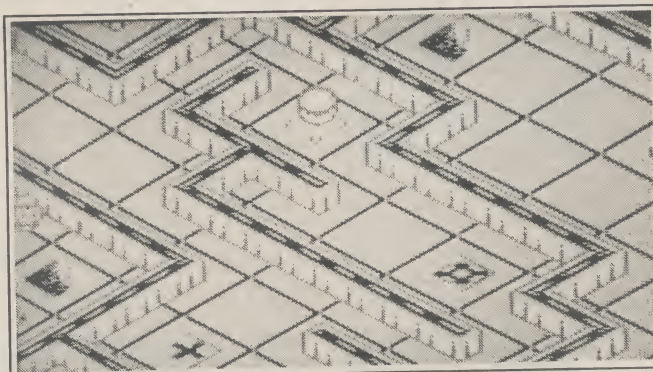
Price:

£9.95 cass

£14.95 disk

SOUND 89%  
GRAPHICS 80%  
LASTABILITY 85%  
PLAYABILITY 82%

80%



Start the ball rolling.



**WORLDWIDE SOFTWARE**  
1 BRIDGE STREET  
GALASHIELS  
TD1 1SW



**WORLDWIDE  
SOFTWARE**

**WORLDWIDE SOFTWARE**  
49 STONEY STREET  
NOTTINGHAM  
NG1 1LX



**Commodore Amiga Software**

19 Boot Camp	13.25
1943 Battle of Midway	17.95
4x4 Off Road Racing	17.95
Action Service	13.25
Adv Dug & Dragons (each)	17.95
Afterburner	16.45
Barbarian II	13.25
Bards Tale II	18.55
Black Tiger	17.95
Blazing Barrels	13.25
Bubble Bobble	13.25
Buggy Boy	16.45
Butcher Hill	14.35
California Games	17.95
Carrier Command	16.45
Chrono Quest	16.45
Combat School	16.45
Corruption	16.45
Daley Thompson Olympic Chal	16.45
Double Dragon	16.45
E.P.T.	16.45
Eliminator	13.25
Elite	13.25
F.O.F.T.	24.95
Fernandez Must Die	16.45
Fish	16.45
Flight Simulator II	28.95
Football Manager II	13.25
Fusion	18.95
Games Winter Edition	17.95
Highway Hawks	13.25
Ikan Warriors	16.45
Interceptor	18.95
Japan Scenery disk	14.95
Jet	28.95
Legend of the Sword	16.45
Leisure Suit Larry (Adults only)	13.25
Luxor	11.20
Mafdet	11.20
Manix	13.25
Menace	13.25
Mindlighter	16.45
Motor Massacre	14.35
Navcom 6	16.45
Night Raider	14.35
Off Shore Warrior	16.45
Oops!	13.25
Operation Wolf	16.45
Overlander	16.45
Peter Beardsley Football	13.25

**C64/128**

	cass	disk
Action Service	7.25	11.20
Ad Dun & Drag (each)	7.99	11.99
Afterburner	9.75	11.20
Airborne Ranger	11.20	14.95
Alien Syndrome	7.25	9.00
Armalyte	7.25	11.20
Artura	7.99	11.99
Barbarian (Psygnosis)	7.25	11.20
Barbarian II	7.25	9.75
Bards Tale I	7.99	11.99
Bards Tale III	14.99	
Battle Cruiser	19.95	
Bionic Commando	7.99	9.75
Black Tiger	7.99	11.99
Bubble Bobble	6.55	9.75
Butcher Hill	7.25	11.20
Butcher Ghost	7.99	11.99
Carrier Command	11.20	14.95
Coin Op Hills	9.75	13.50
Colossus Chess 4	7.99	11.99

**C64/128**

	cass	disk
Gold Silver Bronze	11.99	14.45
Gunship	11.20	14.95
Hawkeye	7.25	9.75
Hotshot	7.25	9.75
Intensity	7.25	11.20
International Soccer	7.25	11.20
Jet	28.95	
Karate Ace	7.99	11.99
Kennedy Approach	7.25	11.20
Konami Arcade Collection	7.25	13.50
LA Crackdown	11.99	
Last Ninja II	9.75	11.20
Lderboard Fam Courses 2	4.99	6.99
Leaderboard Collection	11.99	14.99
Live Ammo	7.25	11.20
Magnificent Seven	7.25	13.50
Marauder	7.99	11.99
Micro Mud	11.20	
Mindlighter	11.20	14.95
Motor Massacre	7.99	11.99

**C64/128**

	Cass	Disk
R-Type	7.25	11.20
Ring Wars	7.25	11.20
Road Blasters	7.25	11.99
Salamander	6.55	11.20
Samurai Warrior	6.55	11.20
Savage	7.25	11.20
Silent Service	7.25	11.20
Sinbad and Thorne of Falcons	11.20	
Soldier of Fortune	7.25	11.20
Sorcerer Lord	9.75	13.50
StarFly	11.20	
Stealth Mission	28.95	
Street Sport Soccer	7.99	11.99
Supersports	7.99	11.99
Supreme Challenge	9.75	12.99
T-Wrecks	7.99	11.99
Target Renegade	6.55	9.75
Techno Cop	7.99	11.99
Times of Lore	7.25	9.75
Tracksuit Manager	7.25	

**Commodore Amiga Software Cass**

Pacmania	13.25
Platoon	16.45
Police Quest	16.45
Powerdrome	18.95
Rally Run	13.25
Return to Atlantis	19.95
Return to Genesis	13.25
Robbery	13.25
Rocket Ranger	21.95
Sentinel	13.25
Shadowgate	16.45
Sherlock Holmes	16.45
Shoot em up Const Set	16.45
Space Harrier	16.45
Space Quest II	16.45
Starglider II	16.45
Stargoose	13.25
StarFly	16.45
Summer Olympiad	13.25
Techno Cop	14.35
The Champ	16.45
The Kristal	21.95
Time and Magic	13.25
Ultimate Golf	14.35
Universal Military Simulator	16.45
Verminator	16.45
Veteran	11.20
Virus	13.25
Vroom	13.25
West Europe Scenery disk	14.95

Fast delivery on all stock items by 1st class mail in UK. Special overseas service by air mail worldwide

Credit Card orders accepted by phone or mail. Credit card order telephone lines  
NORTH, SCOTLAND, N.IRELAND, OVERSEAS  
0898 57004 (24 HOURS)

SOUTH, MIDLANDS, WALES  
0602 480779 (24 HOURS)

Corruption	14.95
Cybernoid II	7.99
D. Thompson Olym Chal	7.25
Dark Fusion	7.99
De Lux Scramble	9.99
Echelon	7.99
Eddie Edward Super Ski	7.25
Emlyn Hughes Int Soccer	7.25
Empire Strikes Back	7.25
F15 Strike Eagle	7.25
Ferdinand Must Die	7.25
Flight Simulator II	29.95
Football Director	6.55
Football Manager II	7.25
Fox Fox Fights Back	7.25
G.I. Hero	7.25
Game Over II	6.99
Game Set & Match	9.75
Games Winter Edition	7.99
Gary Lineaker Superduals	7.99
Gary Lineakers Hot Shot	7.99

Mini Office II	12.75
Navcom 6	7.25
Netherworld	7.99
Night Raider	7.99
Oops!	7.99
Operation Wolf	7.25
Outrun	7.99
Overlander	7.25
Pacmania	7.25
Pandora	7.25
Patton vs Rommel	11.99
Peter Beardsley Football	7.25
Pirates	11.20
Platoon	7.25
Power Pyramids	7.25
President is Missing	9.75
Project Stealth Fighter	11.20
Psycho Pigs UXB	7.99
Ransack	7.25
Red Storm Rising	11.20
Roy of the Rovers	7.99

10 Great Games II	7.99
19 Boot Camp	7.25
1943 Battle of Midway	7.99
4x4 Off Road Racing	17.95
6 Pack Vol III	7.25
Terrorpods	7.25
The Eternal Dagger	14.95
The Pawn	14.95
Time and Magic	11.20
Times of Lore	7.25
Typhoon	7.25
Ultima I or III or IV	14.95
Ultima V	19.95
Ultimate Golf	7.99
Up Periscope	14.95
Victory Road	6.55
Vindicator	7.25
Wasteland	15.99
We Are the Champions	7.25
West Europe Scenery	14.95
Whirligig	7.25

<b>JOYSTICKS</b>	
Cheetah 125 plus	6.95
Cheetah Mach 1 Plus	12.95
Comp Pro 5000	12.95
Comp Pro 5000 Clear	13.95
Comp Pro 5000 Extra	14.95
Speedking	10.99
Speedking with Autofire	11.99
Ham Delta	7.99
Cruiser	7.99
<b>PERIPHERALS</b>	
Azimuth C64 tape head align kit	8.99
5.25" disk box (hold 100 disk)	9.95
C64 dust cover	4.95
C64 disk drive cover	4.50
Reset switch	6.99
C2N Datasets unit	28.95
<b>BLANK DISKS</b>	
3.5" DS/DD disk (per ten)	9.95
5.25" DS disk (per ten)	4.99

Please make cheques or postal orders payable to  
**WORLDWIDE SOFTWARE.**

All prices include postage & packing in UK. Overseas please add £1.50 per cass/disk for AIR MAIL delivery. Credit card orders accepted by phone or mail.

Galashiels: (0896) 57004 (24 hours)

Nottingham: (0602) 480779 (24 hours)

All UK Deliveries by 1st Class Mail



**BYRITE  
SOFTWARE**



**COMMODORE £1.99 EACH  
BUY TWO GET ONE FREE**

STARRION, YOGI BEAR, KORONIS RIFT, HYPABALL, MONTEZUMAS REVENGE, ICE BUSTERS, IT'S A KNOCKOUT, RESCUE ON FRACALUS, HUNCKBACK II, DRUID II, COMBAKERY, CHAIN REACTION, WILLOW PATTERN, LITTLE COMPUTER PEOPLE, GREY FELL, ARC OF YESOD, MONY ON THE RUN, LAST MOHICAN, CHALLENGE OF THE GOBOTS, GAUNTLETT, DANDY, SUPERSTAR PING PONG, THROUGH THE TRAP DOOR, HIGHLANDER, MISSION OMEGA, DARK EMPIRE, KINETIK, INFODROID, TEMPLE OF APSHAI TRILOGY, ALLIGATA ACTION PACK, ISWII, BIG SLEAZE, CIPHER 9, MOON CRESTA, TOMMAHAWK, URIDUM, SCARY MONSTERS, SKATEROCK, ACTIVISION DECATHLON, MYSTERY ON THE NILE, DEADRINGER, MOUNTIE, MICKS DEATHRIDE, FUTURE KNIGHT, DRAGON SKULL, JUMPIN JIMMY, MOONCRISIS 1999, BRIDE OF FRANKENSTEIN, NEITHER EARTH, TEMPLE OF TERROR, EXPLORER, HYPERBIKER, NEOCLYB, KILLER RING, DEATHSCAPE, DOUBLE TAKE, MAGIC MADNESS, YABBA DABBA DO, BULLDOG, SHADOW SKIMMER, THANTOS, EGLES, DEACTIVATORS, BOBBY BEARING, AGENT ORANGE, ESCAPE FROM PARADISE, ON THE TILES, HYBRID, STRATTON, DOGFIGHT 2187, DAVY, XENO, COMET GAME, THE WAY OF THE EXPLODING FIST, FIFTH QUADRANT, WIBSTARS, MURDER OF MIAMI, MAX HEADROOM, ENIGMA FORCE, LORDS OF MIDNIGHT, PYSTRON (PLEASE CHOOSE ALTERNATIVE GAMES TO AVOID DISAPPOINTMENT).

**COMMODORE £2.99 EACH**

INTERNATIONAL SOCCER CASS, ACTION FORCE, RAID 2000, FALCON RENEGADE, SUPERSPRINT, JAILBREAK, GAMESTAR BASKETBALL, CHUCKIE EGG, UNBELIEVABLE ULTIMATE, ZNAPS, RAMPAGE, DRAGONS LAIR, PT 2, HYSTERIA, FRIGHTMERE, FIRETRACK, CONVOY RAIDER, TRAZ, STAR RAIDERS II, DRAGONS LAIR, CAPTAIN AMERICA, SUMMER OLYMPIAD, GALACTIC GAMES, NORTH TRAP, AVENGER, DIAMOND, A.T.F. QUARTET, SIDEWIZ, RYGAR, CHAMPIONSHIP SPRINT, IMPLOSION, MANIC MINOR, JETSET WILLY II, TWIN PACK, GOTHIC, MAGNETRON, BORSLEIGH, FLYING SHARK, ANDY CAPP, TETRIS, PANDORA, NINJA HAMSTER, KARNOV, SPY V SPY TRILOGY, PLATFORM PERFECTION, DECEPTOR, INDIANA JONES, BIG NAME BONANZA, RAMPARTS, INTERNATIONAL KARATE, BLACK LAMP, DEFECTOR, BANGKOK NIGHTS, COLOR OF MAGIC, LAZER TAG, TRANTOR, DARKCASTLE, PANDORA, TRACKER, GAUNTLET II, BATTLE FOR NORMANDY, COMBAT LEADER, BATTION COMMANDER, FIELD OF FIRE, CHOLO.

P+P 1-3 TITLES 75p 4 OR MORE £1.00  
OVERSEAS ORDER £1.00 PER CASS.



**BYRITE SOFTWARE**

Dept CU P.O. Box 589 London N14 6SJ  
Tel 01 882 6833



**COMMODORE COMPILATIONS**

NOW GAMES 5	£2.99
TRIO HIT PACK	£2.99
COIN-OP CONNEXION	£2.99
HIT PAC 6 VOL. 2	£3.99
DURELL BIG 4 VOL II	£2.99
SUMMERTIME SPECIAL	£4.99

**COMMODORE DISC £1.99 EACH**

BEAM RIDER, TRANSFORMERS, CAPTURED, ANKM, DRUID, SUPERMAN, HYPABALL, LIGHTFOOT, AZTEC, PASTFINDER, PITFALL II, MR ROBOT, SUPERSTAR PING PONG, REDHANK, BEST OF BEYOND, STARRION, INFODROID, EXPLORER, WILLIAM WOBBLER, GALTIC GAMES, MURDER BY THE DOZEN, RED ARROWS, BORED OF THE RING, SPIRIT OF THE STONES,

**COMMODORE DISC £2.99 EACH**

FIRETRACK, HITS 5, RAMBO, SUPERSPRINT, BASKETBALL, ZORK II, ZORK III, STARCROSS, DEADLINE, SUSPENDED.

**COMMODORE MISCELLANEOUS**

SIMONS BASIC + SIMON BASIC EXTN	£14.95
LOGO DISC	£2.99
TOUCH TYPE CASS	£2.99
FASSAM ASSEMBLER — DISASSEMBLER	£2.99
SUPER BASIC CASS	£2.95
DESIGNERS PENCIL CASS	£1.99
MONEY MANAGER DISC	£3.99
PERSONAL MONEY MANAGEMENT DISC	£3.99
COMPUTER STUDIES CASS	£2.99
EASY FILE DISC	£3.99
INTERNATIONAL SOCCER (CART)	£4.95
INTO TO BASIC PART 1+2 CASS	£2.99
NEOS MOUSE CASS	£19.95
10 FUJI 5 1/4 DISC	£5.00
DISC BOX HOLDS 120 5 1/4	£7.95
MACRO ASSEMBLER DEVELOPMENT SYS DISC	£4.95

**FREE**

School & Government Orders Welcome

Also FREE thingi copy holder to all new customers (when you mention this AD)

All disks are Japanese Higrade 5.25 DS/DD certified envelopes & labels, and a unique 5 year guarantee — Great Value!

FREE CATALOGUE WITH EVERY ORDER

Nebulae, Dept ME, FREEPOST, Kilroot Park

Industrial Estates, Carrickfergus, Co. Antrim, BT38 7BR. (All prices include VAT and postage)

When you buy 25 disks for only £17.95 or 50 disks for only £26.95 or 100 disks for only £43.60

They come with hub rings, envelopes & labels, and a unique 5 year guarantee — Great Value!

7 Day Delivery

One year guarantee

and 14 day money back period.

Tel: (09603) 51020

FREEPOST YOUR ORDER TODAY — NO STAMP REQUIRED



**WIN WITH  
COURSEMASTER**

**NEW**

**THE COMPUTER HORSE RACING PROGRAMME**

\* RATES ANY RACE IN SECONDS — DAILY NEWSPAPER IS ALL YOU NEED  
\* NEVER out of date — Both N. Hunt and Flat — Fast data entry  
\* AMAZING ACCURACY!! — Now you CAN BEAT THE BOOKIE!!  
\* Works on the simple principle **FAST HORSES BEAT SLOW ONES!!**  
\* Clearly identifies selection in every race plus these **AMAZING** features:  
\* First, Second and Third choice shown for Tricasts etc. Actually works out your **WINNINGS** on most popular bets in c PATENT, YANKEE, CANADIAN, HEINZ etc. Good EACH WAY and long odds bets clearly shown.  
\* Will PRINT out your **BETTING SLIP** for you  
\* Maintains a **BANK ACCOUNT** — BET like PROFESSIONALS do!  
\* PLUS!! — **THE AMAZING COURSEMASTER SYSTEM** — Huge returns from small stakes. Try it! Can pay for itself many times over on the first day! Free "HOT TIP OF THE MONTH" sent to every purchaser.  
All for £14.95 inc post & packing (Disc users add £2.00 for disc)  
Available for Spectrum (48K and above inc. +3 disc version), Commodore 64 & 128, Sinclair QL, Amstrad, BBC, Electron, CPC and all PCW's.  
Please state which.  
To **INTRASEED LTD (Dept CU), FREEPOST 6, Gilderdale Close, Gorse Court, Birchwood, Warrington WA3 6TH.** Or large S.A.E. for further details





**R**obocop, fresh from his debut as a coin-op star, now appears in his own computer game, based around parts of the coin-op and the movie, but not a direct conversion of either.

*Robocop* is a good example of a movie licence that has successfully managed to capture the basic elements of the movie. It's fast paced, it's violent and it's great.

Follow our hero as he makes his way through nine levels of action from the routine patrolling of the streets

to the discovery of one of his murderers (I'm not going into detail about the plot — see the movie). Tracking and identifying his assailant leads him to discover the true whereabouts of his real murderer in a drugs factory which then, well, let me take you through it slowly.

The first level has you on patrol in the streets of Detroit. The crime rate is a little high in the area. As you walk along, more and more bad guys

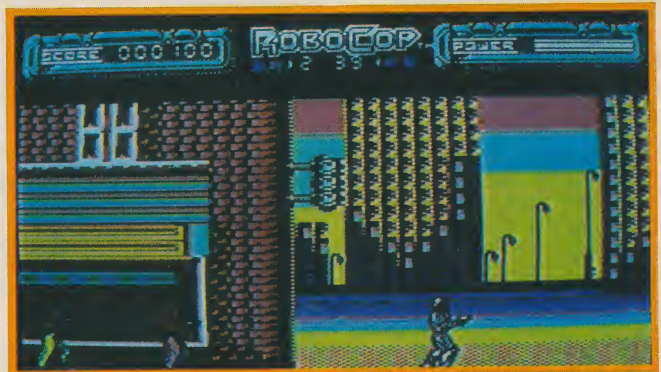
appear, some in windows, some on ground level, all armed. You have to take them out as fast as possible. As you

walk along, and this happens on all but three of the levels, some of the bad guys drop items. These can be anything from baby food bottles to replenish your energy level, which you'll need (you only get one life), to weapons of a more powerful nature. These range from armour-piercing shells to three way fire.

When you reach the end of the level, you hear a cry for help from a nearby alleyway. Treading your way in a metallic sort of fashion, you come across a mugger holding a woman in front of him like a shield. The idea here is to shoot the man, but not the girl. The man moves randomly left and right, and you have to hit him about twenty times by moving a crosshair over the small amounts of his body that show. Hit the girl and you lose energy. Run out of time and the guy kills the girl.

The third level has you back on the beat again, only this time it's a little harder. As you get to the end of the level, you are met by a motorcyclist outside a gas station. Kill the cyclist, and you load in the second of the three loads.

Level four is where you learn who your murderer was. On the left is a fotofit picture of Mr Motorbike. You have to build up an identical picture for the police computer. A bit of a



*Bring on the biker of death . . .*

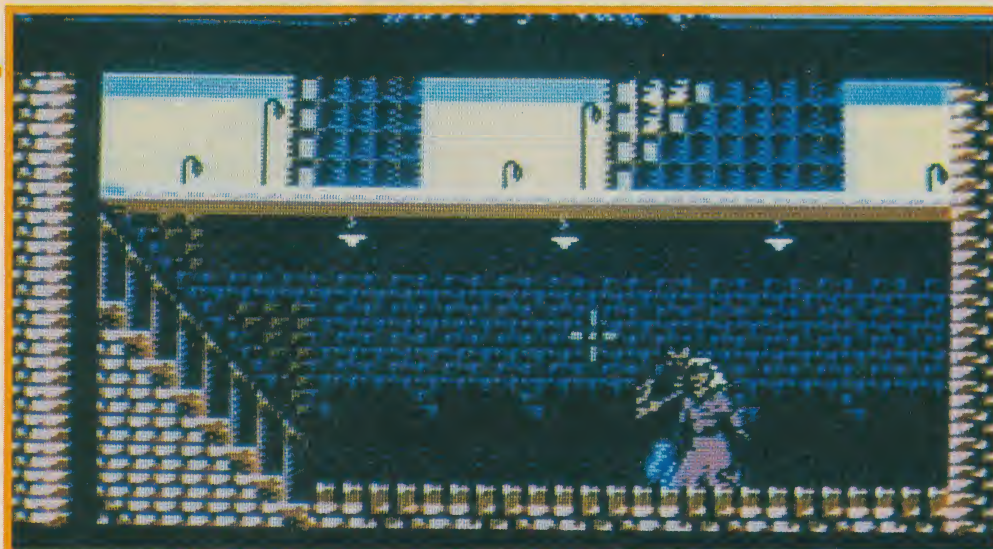
**Ocean**  
**Price:**  
**£9.95 cass**  
**£14.95 disk**

# ROBO



64

## Screen Scene



Unhand that woman.



Robo gets the drop on some poor punk.

a brief time, and you have to press fire when the correct one comes up. You get three attempts. Put the face together in the allotted time, and it's off to the drugs factory. This is a four way scrolling tower, the idea being to get to the top, and then down again. Baddies come from all four directions as well, and this is where it starts getting hard. It's here you find Clarence Boddiker, your murderer. he informs you that

the man to go for is Dick Jones, the number two at OCP, the computer firm that now runs the police department.

Off you go to see Dick, who proceeds to disarm you with a little deterrent by the name of directive four. What that means is you can't attack a member of OCP, which results in you almost shutting down and losing your weapon. Then you are faced with ED 209, a huge lumbering metal beast, the original design for Robo-

cop. The only way to destroy it is to get close enough to punch its gun inwards, effectively making it blow itself up.

Then you've got to get out of OCP tower, kill Clarence Boddiker and save the President of OCP. All in a day's work.

All this fits into three loads, the good thing being that once you load in the second or third load, you don't have to go back to the start of the game, only the start of the load.

The graphics are as good as they could be on the 64. What that means is that the sprites, though small, are

quite well defined and colourful. Robocop himself is amazingly well animated, especially when he climbs steps, though he does mince slightly, rather than stride purposefully (you're so butch Tony! Ed).

Sound, however, is not as good as it could have been. The sound effects are flat and dull, and the tunes are far from pleasant. The only really good thing about the sound is the speech at the start which basically states "Robocop".

The game plays quite well, though there are one or two irritants. The first is the jump control. For one thing, it's pointless and, as it consists of up and fire, you lose vital manoeuvrability for a few seconds when firing upwards. The other gripe is that it's incredibly hard to get down stairs. I have spent precious seconds wandering around at the top of a flight of stairs trying to line myself up perfectly so that down-left on the joystick will make me walk down the stairs kneeling down and pointing my gun at the floor.

*Robocop* is a very good game. Sadly, believe it or not, it doesn't rank anywhere near the Spectrum 128 version, which has much better graphics and sound, and even a bit where you hear Robo read out his prime directives. There's no reason why they couldn't have done that on the 64.

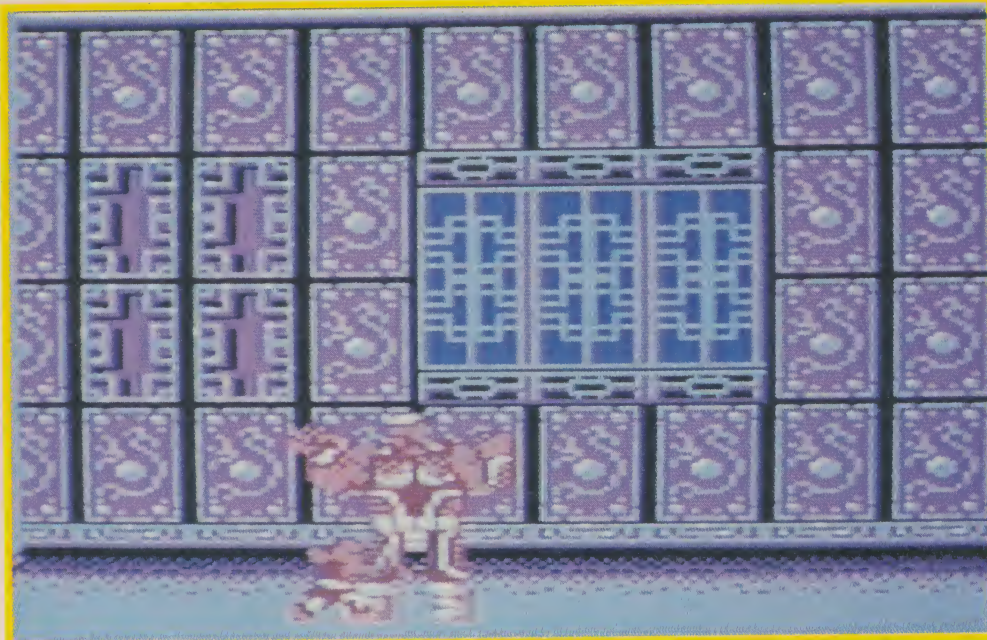
**Tony Dillon**

# ROBOCOP

GRAPHICS	79%
SOUND:	46%
PLAYABILITY	83%
LASTABILITY	74%

# 79%





Beating a retreat.

have walk on parts in every section by the looks of things. The scenery isn't the most imaginative I've ever seen, occasionally you get to jump on a table. One of the better screens has you jumping around on platforms taking a swipe at a flying ghost-like Samurai.

What else? Oh yes, every now and then when you club an unfortunate creature to death it leaves behind its own weapon which you can then pick up and use. It's a shame that the only change this makes to your performance is a cosmetic one. Whilst you might look a much cooler customer swinging a Samurai sword than a caveman club it has an identical effect as far as your enemies are concerned.

It's not what you'd call sophisticated, but it's a good crack all the same. I mean be honest, what actually happens when you get one of those games with a book of instructions like 'pull the joystick to 45 degrees with the fire button pressed and your spare finger in the cartridge port to execute a 360 degree high split kick with Immelmann loop. Do you memorise it from beginning to end? Nope. Absolutely no thinking involved just give em a good kicking, or nailing or whatever comes to hand.

**Ken Oh McMahon**

# TIGER ROAD

**T**iger Road is a martial arts beat 'em up at its crudest. None of this messing around with between 16 and 255 different moves, just make sure your man is pointing in the right direction and whammo!

The nearest *Tiger Road* gets to exhaustive documentation is the short scene-setter on the back of the pack. You, as Lee Wong set out on a quest to free a bunch of kidnapped kiddies, held by the completely insane, not to mention fairly evil, Ryu Ken

Oh. Ken fancies himself as a bit of an oriental Pied Piper and wants to turn the brats into soldiers to fight in his evil army. Only you can stop him of course and to do that you must battle with countless awesome opponents from sword-swiping Samurai to tortoises — well they looked like tortoises to me.

Lee Wong sets out on the road to death and destruction with nothing more than a three foot club spiked with six inch nails to protect him from Ken Oh's evil minions. The club actually works pretty well, par-

ticularly for ground based attackers like Samurai and tortoises. There are a lot of birds in this game — they fly around your head and sap your life giving force which is a bit of a pain. The only way to get them is to leap in the air and take a swipe mid-flight.

When you get a break from belting bad guys the idea is to make a run for the edge of the screen and get the scrolling going, if only for a change of scenery. You have a generous sixty seconds to get to the end of the section before you forfeit a life. If you make it in one piece it's off with the old screen and on with the new.

The new screen will have a new backdrop, new layouts and some new monstrous beings in addition to the birds, Samurai and tortoises which



They don't like it up 'em.

**Capcom**  
**Price:**  
**£9.99 cass**  
**£14.99 disk**

**GRAPHICS** 53%  
**SOUND** 42%  
**PLAYABILITY** 76%  
**LASTABILITY** 63%

**62%**



# GIFFORD SOFT

21 WHERNSIDE AVENUE, ASHTON-UNDER-LYNE

LANCASHIRE OL6 8UY

TELEPHONE 061-330 9939 (9.00am to 6.00pm)

## OTHER DETAILS

All software is guaranteed and will be replaced without question. We also supply software for the following machines:

Amiga, Spectrum, CBM64, BBC, Electron, Msx, Sega, Nintendo, Atari 8 Bit, PC & Compatibles, Apple, Amstrad, C16.

Also with every order over £20 we will give you a free disk. All orders over £20 we will give you a free disk. All orders will be despatched within 24hrs (subject to availability). We also supply a full range of computers and peripherals and all hardware needs.

Title	Amiga
19.....	£14.95
1943.....	£18.75
4x4 Off Road Racing.....	£18.75
Action Service.....	£14.95
Afterburner.....	£14.95
Alien Syndrome.....	£14.95
Altair.....	£18.75
Annels of Rome.....	£18.75
Aquaventure.....	£18.75
Arcade Classics Vol. I.....	£18.75
Arcade Classics Vol. II.....	£14.95
Arkanoids.....	£18.75
Army Moves.....	£14.95
Asteroth.....	£14.95
Backlash.....	£14.95
Bad Cat.....	£18.75
Balance of Power.....	£22.45
Ball Rider.....	£14.95
Barbarian (Psygnosis).....	£18.75
Barbarian (Palace).....	£14.95
Barbarian II.....	£14.95
Battleships.....	£14.95
Bermuda Project.....	£18.75
Better Dead Than Alien.....	£14.95
Beyond The Ice Palace.....	£18.75
Beyond Zork.....	£18.75
Black Lamp.....	£14.95
Black Tiger.....	£18.75
BMX Simulator.....	£11.25
Bomb Busters.....	£14.95
Bomb Jack.....	£14.95
Bone Crusher.....	£11.25
Brainstorm.....	£7.50
Bubble Bobble.....	£14.95
Bubble Ghost.....	£18.75
Buggy Boy.....	£14.95
California Games.....	£18.75
Captain Blood.....	£18.75
Carrier Command.....	£18.75
Casino Roulette.....	£14.95
Chamonix Challenge.....	£18.75
Championship Cricket.....	£11.25
Championship Golf.....	£26.25
Charlie Chaplin.....	£18.75
Chubby Gristle.....	£14.95
City Defence.....	£11.25
Colossus Chess 4.....	£18.75
Computer Hits.....	£22.45
Corruption.....	£18.75
Crack.....	£14.95
Craps Academy.....	£18.75
Crash Garrett.....	£18.75
Crazy Cars.....	£18.75
Cybernoid.....	£14.95
Cybernoid II.....	£14.95
D.T. Olympic Challenge.....	£18.75
Daley Thompson Superfest.....	£18.75
Dark Castle.....	£18.75
Deep Space.....	£26.75
Defender of the Crown.....	£22.45
Deja Vu.....	£18.75
Double Dragon.....	£14.95
Dreadnought.....	£14.95
Dungeon Master.....	£18.75
Eco.....	£18.75
Elf.....	£14.95
Eliminator.....	£14.95
Elite.....	£18.75
Emerald Mine.....	£14.95
Empire Strikes Back.....	£14.95
Enlightenment (Druid II).....	£14.95
Espionage.....	£14.95
Exolon.....	£14.95
Faery Tale Adventure.....	£18.75
Federation of Free Traders.....	£22.45
Final Assault.....	£18.75
Fire & Forget.....	£18.75
Fire Blaster.....	£7.50
Flight Sim. II.....	£29.95
Flintstones.....	£14.95
Football GFL.....	£18.75
Football Manager II.....	£14.95
Formula One Grand Prix.....	£14.95
Foundations Waste.....	£18.75
Fright Night.....	£18.75
Frost Byte.....	£11.25
Garfield.....	£14.95
Gauntlet.....	£18.75
Get Dexter II.....	£18.75
Gnome Ranger.....	£11.25
Goldrunner.....	£18.75
Golden Path.....	£14.95
Gorilla Wars.....	£18.75
Great Giana Sisters.....	£18.75
Guild of Thieves.....	£18.75
Gunship.....	£18.75
Hacker.....	£7.50
Hardball/Man 18.....	£18.75
Helter Skelter.....	£11.25
Hero's of the Lance.....	£18.75
Hill 19.....	£14.95
Hollywood Poker.....	£7.50
Hollywood Poker Pro.....	£18.75
Hostages.....	£18.75
Hunt for Red October.....	£18.75
I Ludricrus.....	£14.95
Ikan Warriors.....	£18.75

Impact.....	£11.25
Impossible Mission II.....	£18.75
Insanity Flight.....	£18.75
International Soccer.....	£14.95
Into the Eagles Nest.....	£14.95
Jet.....	£29.95
Jet Scenery Disks.....	£14.95
Jewels of Darkness.....	£14.95
Jinks.....	£18.75
Jinxter.....	£18.75
Joan of Arc.....	£18.75
Joe Blade.....	£7.50
Jump Jet.....	£11.25
Karate Kid Part II.....	£18.75
Karate King.....	£11.25
King of Chicago.....	£22.45
King Quest 3 Pack.....	£18.75
Knight Orc.....	£14.95
Leaderboard.....	£18.75
Leaderboard Collection.....	£18.75
Leatherneck.....	£14.95
Legend of the Sword.....	£18.75
Leisure Suit Larry.....	£22.45
Little Computer People.....	£7.50
Live and Let Die.....	£18.75
Madam Bumper.....	£14.95
Mach II.....	£14.95
Mean Streak.....	£18.75
Mercenary Compendium.....	£18.75
Mind Fighter.....	£18.75
Mindshadow.....	£7.50
Moebius.....	£18.75
Mortville Manor.....	£18.75
Motorbike Madness.....	£7.50
Motor Massacre.....	£14.95
Mouse Trap.....	£11.25
Nebulus.....	£14.95
Netherworld.....	£14.95
Nord & Bert.....	£18.75
North & Star.....	£18.75
Obliterator.....	£18.75
Ogre.....	£18.75
Operation Neptune.....	£18.75
Operation Wolf.....	£18.75
Outrun.....	£18.75
Overlander.....	£18.75
Packland.....	£14.95
Pandora.....	£14.95
Paperboy.....	£18.75
Persian Knights.....	£18.75
Passengers in Wind I & II.....	£18.75
Pawn.....	£18.75
Peter Beardsley Football.....	£14.95
Phantasia III.....	£18.75
Phantasm.....	£14.95
Pinball Wizard.....	£14.95
Pink Panther.....	£14.95
Platoon.....	£18.75
Plutos.....	£11.25
Police Quest.....	£18.75
Pool of Radiance.....	£18.75
Ports of Call.....	£29.95
Power Struggle.....	£11.25
Powerplay.....	£14.95
Protector.....	£7.50
Quadrailen.....	£14.95
Rally Simulator.....	£14.95
Rambo III.....	£18.75
Realm of the Troils.....	£18.75
Return to Genesis.....	£14.95
Road Blasters.....	£18.75

Roadwar 2000.....	£18.75	Stuntman.....	£14.95
Roadwar Europa.....	£18.75	Sub Battle Sim.....	£18.75
Roadwars.....	£14.95	Swooper.....	£7.50
Rocket Ranger.....	£22.45	Tanglewood.....	£14.95
Rockford.....	£14.95	Technocop.....	£14.95
Rogue.....	£7.50	Terramex.....	£14.95
Rolling Thunder.....	£18.75	Terrorpods.....	£18.75
Rugby League.....	£11.25	Tetra Quest.....	£14.95
Scrabble Deluxe.....	£14.95	Tetris.....	£14.95
Screaming Wings.....	£11.25	The Deep.....	£18.75
Seconds Out.....	£14.95	The Games Summer Edition.....	£18.75
Siege on London.....	£14.95	The Games Winter Edition.....	£18.75
Sentinel.....	£14.95	The President is Missing.....	£18.75
Shadowgate.....	£18.75	Them.....	£11.25
Sherlock.....	£18.75	Theodor.....	£18.75
Shiloh.....	£22.45	The Three Stooges.....	£22.45
Side Arms.....	£18.75	Thunderscats.....	£18.75
Sidewinder.....	£7.50	Tiger Road.....	£18.75
Silent Service.....	£18.75	Time & Magic.....	£14.95
Silicon Dreams.....	£14.95	Time Bandit.....	£14.95
Sinbad.....	£18.75	Traders.....	£18.75
Skyblaster.....	£14.95	Trackers.....	£18.75
Slaygon.....	£14.95	Triv Pursuit new beg.....	£14.95
Soccer Supremo.....	£11.25	Trivia Trove.....	£7.50
Soldier of Light.....	£18.75	Typhoon.....	£18.75
Space Baller.....	£7.50	Ultima III.....	£18.75
Space Harrier.....	£18.75	Ultimate Golf.....	£14.95
Space Ranger.....	£14.95	Uninvited.....	£20.20
Spidertronic.....	£14.95	Universal Military Sim.....	£18.75
Spinworld.....	£14.95	Vampire Empire.....	£14.95
Spitfire 40.....	£14.95	Victorball.....	£11.25
Spitting Image.....	£14.95	Victory Road.....	£18.75
Star Glider.....	£18.75	Virus.....	£14.95
Star Glider II.....	£18.75	Wanderer.....	£18.75
Star Ray.....	£18.75	War in Middle East.....	£14.95
Star Wars.....	£14.95	Wargame Const Set.....	£18.75
Steve Davis Snooker.....	£14.95	Warlocks Quest.....	£14.95
Stir Crazy (BoBo).....	£14.95	Way of the Little Dragon.....	£14.95
Stockmarket.....	£14.95	Wec Le Mans.....	£18.75
StormLord.....	£14.95	Whirligig.....	£14.95
Strange New World.....	£11.25	Winter Games.....	£18.75
Streets Sports Basketball.....	£18.75	Winter Olympiad.....	£14.95
Street Fighter.....	£18.75	Wizard Warz.....	£14.95
Streetgang.....	£11.25	Wizball.....	£18.75
Strike Force Harrier.....	£18.75	World Darts.....	£11.25
Strip Poker II+.....	£11.25	World Games.....	£18.75
		World War II.....	£26.25
		Xennon.....	£14.95

## POSTAL DETAILS

All prices inc. VAT and first class record delivery in the UK.

Overseas please add £2.00 extra. Please send SAE for a free price list stating machine used.

Please do not send cash through the post and if you must send it recorded delivery. If you require an up-to-date, information list on the latest releases, please phone the above telephone number for immediate attention.

We are open six days a week till 6.30p.m.

To: GIFFORD SOFT, DEPT CU.  
21 Whernside Avenue  
Ashton-under-Lyne, Lancs. OL6 8UY

Please send me copies of .....

Format .....

Price £ .....

Name .....

(BLOCK CAPITALS)

Address .....

Postcode .....

Cheques payable to: GIFFORD SOFT



# THE RACING GAME

**THE SUCCESSFUL SPECTRUM GAME  
NOW AVAILABLE ON COMMODORE 64/128**

AN EXCITING GAME DESIGNED FOR THE HORSE RACING ENTHUSIAST.  
MANAGE 15 HORSES TO WIN GROUP, GRADED AND OPEN RACES. SEASON INCLUDES:

**THE DERBY — 1000/2000 GUINEAS —  
THE OAKS — THE ST. LEDGER.**

FORM, FITNESS, GOING, DISTANCE, ALL EFFECT RESULTS. TRAIN YOUR HORSES. FULL SEASON OF 80 RACES OR QUICK GAME OPTION. GIVE THE RIDING INSTRUCTIONS TO YOUR JOCKEY. SEE YOUR SEASONS RESULTS AND FINANCIAL STANDING.

FULL BETTING MARKET, PRE RACE REPORTS, STEWARDS ENQUIRIES, RENAME HORSES, RACES OVER 5F TO 2½ MILES. WATCH THEM RACE AND CHEER HOME YOUR HORSE

**COMMODORE £7.95  
SPECTRUM £6.95**

AVAILABLE BY MAIL ORDER ONLY  
SEND CHEQUE/P.O. TO:

**TANGLEWOOD SOFTWARE  
157 WARWICK ROAD  
RAYLEIGH  
ESSEX SS6 8SG**

Proprietor: J MOSS



## MEGASAVE FANTASTIC SAVINGS

COMMODORE		COMMODORE		AMIGA	
AFTERBURNER	D2 6.95	RETURN OF JEDI	D2 6.45	FOOTBALL DIRECTOR II	11.90
ARMILYTE	D2 6.45	REX	D1 7.25	GALACTIC CONQUERER	14.95
ALIEN SYNDROME	D3 6.45	RISKY	D3 8.95	G. LINKEKER SUPER SKILLS	13.95
BIONIC COMMANDOS	D4 6.45	ROCKET RANGER DISC	D3 6.45	G. LINKEKER HOT SHOTS	13.95
BLACK TIGER	D3 6.95	R-TYPE	D3 6.45	GUERRILLA WAR	14.95
BARD'S TALE	D1 6.95	SAVAGE	D2 6.45	HEROES OF LANCE	16.95
BUTCHER HILL	D1 6.95	STAR WARS	D3 6.45	HOSTAGE	14.95
BARBARIAN II	D2 6.45	STUNTMAN	D3 6.45	INGRID'S BACK	11.95
BOBBY YAZZ SHOW	D3 6.25	STEALTH FIGHTER	D6 9.95	IRON LORD	16.95
BATMAN II	D3 6.25	SUPERMAN	D1 6.95	JOAN OF ARC	14.95
BOMBUZAL	D2 6.25	SUPERSPORTS	D1 6.95	LANCELOT	11.95
CAPTAIN BLOOD	D3 6.45	SUPREME CHALLENGE	D6 8.95	LIVE AND LET DIE	14.95
CIRCUS GAMES	D3 6.45	S.D.I.	D3 6.45	LASER SQUAD	16.95
CRAZY CARS	D3 6.45	SPACE BALL	D1 6.95	LEAD STORM	13.95
CYBERNOID II	D1 6.95	SPACE RACER	D2 6.45	LOMBARD RALLY	14.95
DALEY THOMPS OLY.	D2 6.00	STREET FIGHTER	D1 6.95	MOTOR MASSACRE	13.95
DRAGON NINJA	D3 6.25	SPORTS WORLD 88	D3 8.95	MANHATTAN DEALER	14.95
DOUBLE DRAGON	D3 6.45	SPITTING IMAGE	D1 6.45	NETHURD	13.95
ECHOLON	D1 6.95	SPACE ACE	D6 9.95	NORTH AND SOUTH	14.95
ELIMINTOR	D1 6.95	SKATEBALL	6.95	NIGEL MANSELL	16.25
EMLYN HUGHS	D2 6.45	THE DOUBLE	7.95	NIGHT RAIDER	13.95
EMPIRE STRIKES BACK	D3 6.45	THE DEEP	D3 7.25	NEBULUS	12.95
EXPLODING FIST	D3 6.45	TRACK SUIT MANAGER	D3 6.45	OVERLANDER	14.95
FOOTBALL MANAGER II	D3 6.45	THE GAMES (SUMMER)	D3 7.25	OPERATION WOLF	14.95
FOOTBALL DIRECTOR	6.00	THE GAMES (WINTER)	D1 6.95	OPERATION NEPTUNE	14.95
FERNANDEZ MUST DIE	D6 8.95	TANK ATTACK	D3 8.95	OUTRAN	13.95
F16 COMBAT PILOT	D6 9.95	TARGET RENEGADE	6.25	PACMANIA	11.95
FIGHT ACE	D6 9.95	THUNDERBLADE	D1 6.95	PHANTOM FIGHTER	11.95
GARFIELD	D3 6.45	TYPHOON	D2 6.00	PIONEER PLAGUE	14.95
G. LINKEKER'S SOCCER	D3 6.45	TIMES OF LORE	D3 6.95	POWERDROME	16.95
G. LINKEKER'S SKILLS	D1 6.45	TIGER ROAD	D1 6.95	POOL OF RADIANCE	16.95
GUERRILLA WAR	D3 6.45	TOTAL ECLIPSE	D3 6.45	PRO SOCCER SIM.	11.95
GOLD, SILVER, BRONZE	D5 9.90	TURBO CUP	D3 6.45	PURFY'S SAGA	17.50
GIANTS	D1 9.95	TECHNO COP	D1 6.95	PURFY'S SAGA	17.50
GAME SET AND MATCH	D5 9.95	TAITO'S HITS	D6 8.95	PURPLE STATION	14.95
HAWKEYE	D2 6.45	TEN MEGA GAMES	D3 8.95	RAMBO III	14.95
HEROES OF LANCE	D1 6.95	TRIV. PUR. NEW BEG.	D6 9.95	ROBOCOP	14.95
HELLFIRE ATTACK	D3 6.45	UNTOUCHABLES	D3 6.25	RETURN OF THE JEDI	11.95
IKARI WARRIORS	D6 8.45	ULTIMATE GOLF	D3 6.95	ROCKET RANGER	18.50
INGRID'S BACK	D3 9.95	WAR MID EARTH	D3 6.95	REALM OF TROLL	14.95
KARATE ACE	D3 9.95	WEC LE MANS	D3 6.45	R-TYPE	16.50
LAST NINJA II	D1 9.50	WIERD DREAMS	D5 9.95	SAVAGE	14.95
LASER SQUAD	6.45			STAR GLIDER II	14.95
LIVE AND LET DIE	D2 6.45			SPEEDBALL	14.95
LANCELOT	D1 9.95	AMIGA GOLD	17.50	STUNTMAN	11.95
LED STORM	D1 6.95	AFTERBURNER	14.95	STAR RAY	14.95
MICROPROSE SOCCER	D5 9.95	BLAZING BARRELS	11.95	STOS (GAME CREATOR)	19.95
MOTOR MASSACRE	D1 6.95	BLACK TIGER	16.95	SPACE RACER	11.95
MUNCHER	D1 6.75	BATMAN	14.95	SKATEBALL	16.95
MUNSTERS	D3 6.45	9 A.T.	17.50	SHOOT 'EM UP KIT	14.95
NIGHT RAIDER	D1 6.95	BUTCHER HILL	14.95	SUPERMAN	14.95
NETHERWORLD	D1 6.45	BUBBLE BOBBLE	11.95	THUNDERBLADE	16.95
OUTRUN	D4 6.45	BOMBUZAL	13.95	THE MAD MIX	9.95
OVERLANDER	D3 6.25	BATTLE CHESS	16.95	THE KRISTAL	19.95
OPERATION WOLF	D3 6.45	BOBBY YAZZ SHOW	11.95	THE GAMES (SUMMER)	14.95
OPERATION NEPTUNE	D3 6.45	CARRIER COMMAND	14.95	THE GAMES (WINTER)	16.95
OCEAN COMPILATION	D5 8.95	CYBERNOID	12.95	TIGER ROAD	16.95
PACMANIA	D3 6.45	DUNGEON MASTER	14.95	TECHNO COP	13.95
POOL OF RADIANCE	D1 6.95	DALEY THOMPSON OLYMPIC	14.95	TRIAD COMP. VOL. 1	19.95
PURPLE STATION	D1 9.95	DOUBLE DRAGON	11.95	TRACKSUIT MANAGER	11.95
PURFY'S SAGA	D3 6.95	DRAGON NINJA	14.95	TURBO CUP	11.95
PRO SOCCER SIM	D2 6.00	ELITE	16.95	ULTIMATE GOLF	13.95
ROY OF THE ROVERS	D1 6.95	FALCON F16	16.95	UMS	14.95
ROCKET RANGER (DISK)	9.95	FERNANDEZ MUST DIE	11.95	WIERD DREAMS	14.95
ROBOCOP	D2 6.45	FED. OF FREE TRADING	14.95	WEC LE MANS	14.95
ROAD BLASTERS	D1 6.95	F16 COMBAT PILOT	19.95	ZYNAPS	13.95
RAMBO 3	D2 6.45	FUSION	16.95	4x4 OFF RD. RACING	16.95

Please note, new products will be sent on day of release

Mail Order Only. Postage included Great Britain. EEC add 75p per item. Overseas add £1.50 per item. Fast service, send cheque/P.O. to: Megasave, Dept CU, 49H Sutherland Street, Victoria, London SW1 V4JX

Please send for free list of new releases on Amstrad, C16, MSX, Atari ST  
Amiga, Commodore, Spectrum and +3 state which list. Future League Ltd.  
D-Disk D1 @ £10.95, D2 @ £8.75, D3 @ £9.95, D4 @ £7.95, D5 @ £13.95, D6 @ £2.45

# Evesham Micros

ONLY **£89.95**

inc. VAT

# STOP! STOP! STOP!

*Why pay more?*

We can supply you  
this ultra neat,  
high quality  
Amiga 2nd  
drive for  
an ultra  
low price



### FEATURES

- ❖ One year guarantee
- ❖ 880K formatted capacity
- ❖ Very quiet
- ❖ Slimline styling
- ❖ Throughport
- ❖ Fully compatible
- ❖ Suits A500 or A1000
- ❖ Top quality Citizen drive mechanism
- ❖ Long cable for location left or right of computer

All prices VAT/delivery inclusive. Next day delivery £5.00 extra.

### How to order

Send cheque P.O. or ACCESS/VISA details  
Phone with ACCESS/VISA details  
Govt., educ. & PLC official orders welcome  
Same day despatch whenever possible  
Callers welcome, open 6 days 9.30-5.30  
All offers subject to availability, E.&O.E.  
TELEX: 333294 FAX: 0386 765354

## Evesham Micros

63 BRIDGE STREET  
EVESHAM  
WORCS WR11 4SF

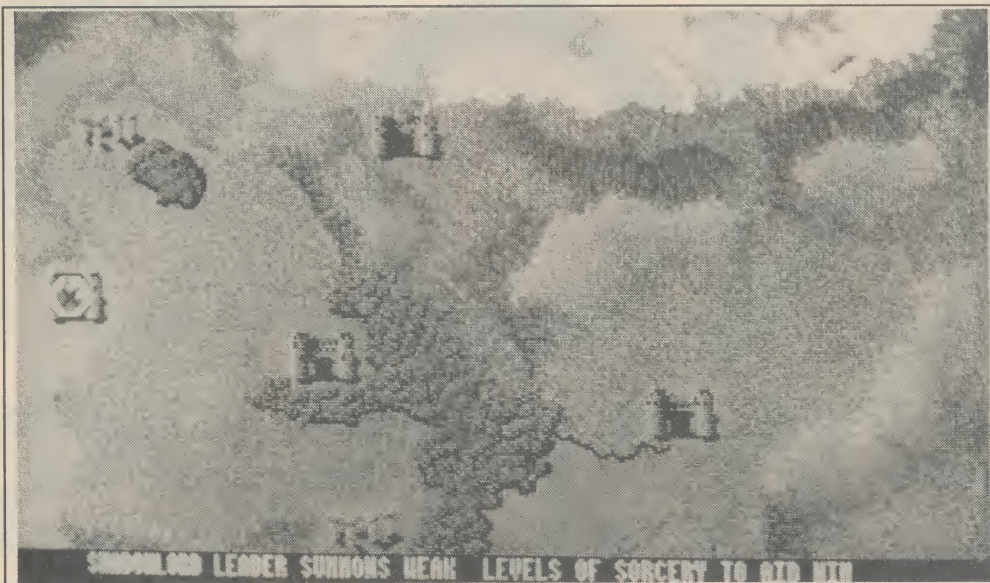
Tel: (0386) 765500

ALSO AT: 1756 PERSHORE RD., COTTERIDGE, BIRMINGHAM, B30 3BH TEL: 021 458 4564



# AMIGA

## Screen Scene



Magig moments . . .

war game be without magic? In this game it plays the role air cover plays in modern warfare. The leaders of your units have a sorcery rating and depending on how close their battle is to a ring of magic standing stones they can do anything from changing the

# SORCERER LORD



To begin with, strategic withdrawals are the order of the day.

**S**orcerer Lord caters for the fantasy side of wargaming — draw elves, dwarves, magic, in fact, the works. There's everything

here you need to run your own hack, maim and pillage campaign from the comfort of your monitor.

You see there's this immortal Shadow Lord guy right? Well he's slightly fed up with his small portion of the world and has planned his very own blitzkrieg on the peaceful nations that make up the rest of the world using special genetically engineered wolf riders and foot soldiers.

Obviously the attacking side takes the initiative at the start of the game, and in this case it's the shadow forces who win the first innings. They start by mobilising somewhere in the

region of 30,000 foot troops and 60,000 wolf riders, compared with the 5,000 or so combined troops under your command.

As the Shadow forces progress into your bit of the world, more and more units are alerted and come into action, though initially there is very little you can do against the first onslaught other than strategic withdrawals. Later on the Shadow forces start being whittled down bit by bit, by which point you should have amassed a sufficiently large grouping of troops to put up a decent fight.

But where would a fantasy

weather to summoning an army of demons. But beware, the enemy can also use magic.

*Sorcerer Lord* is not a very deep war game, you don't have to worry about troop supply for a start, and really most of your attention can be fixed on where to attack and what race to use (different races are suited to different terrains, and it makes a significant difference getting that right).

This isn't the most challenging war game I've ever seen but it's a nice knockabout, and the well presented, neat graphics, and nice samples add to the enjoyment.

There is, however, one major drawback, *Sorcerer Lord* is only a single player game, and despite the three skill levels it is very limited.

A passable war game though somewhat devoid of any real expansion or scenario change. Buy it if you've got the spare cash, but I think you'll find you're not getting enough for the price.

**Mark Patterson**

**SOUND** 45%  
**GRAPHICS** 54%  
**LASTABILITY** 57%  
**PLAYABILITY** 63%

**60%**

**PSS**

**Price: £24.95**



# AMIGA

## Screen Scene

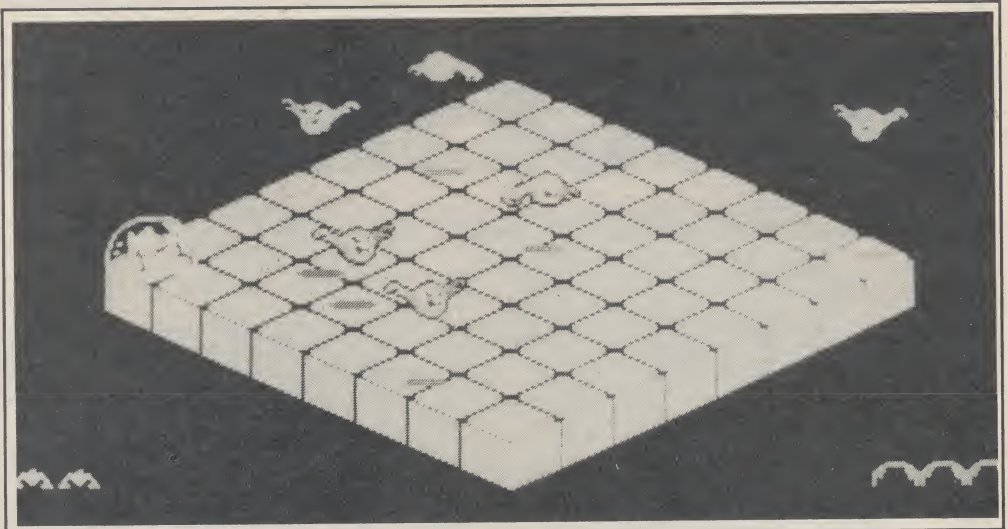
**A**nybody out there remember Arcana? I know I do. If you're one of the people out there who's scratching your little head and saying 'I know that name from somewhere?' then here's a little memory jogger. They released one of the first Amiga games a while back by the name of *Powerplay* (*The Game of the Gods*). Quite good it was too.

*No Excuses* is, in as concise a way as I can put it an isometric 3D single screen puzzlegame with quite a lot of blasting and dodging. You play a little insect life form whose sole purpose in life is to destroy all the free-roaming aliens in each of his world's 50 planes (the flat kind not the airborne kind).

On each of the 50 levels, there are varying kinds and amounts of aliens. These vary from airborne greenies that swoop lower each time they pass, reach ground level then fly directly upwards and reappear somewhere else to do their amazing swooping trick again. Then there are the aliens that swoop down, land on the ground and sit waiting to be shot. Finally, there are the aliens that swoop, land and shoot at you from ground level.

As you wander about, you can attack in two ways. You can fire directly upward to shoot down the swooping aliens and you can shoot at ground level to take out the landed aliens. As the nasties swoop lower and lower, they reach a stage where they are no longer above you, but aren't quite at ground level. At this point they can't be shot. There are two ways to get out of a situation like this. First,

# NO EXCUSES



*The beast in the bubble.*

and probably the easiest, is to move out of the way. Pretty easy to do as the aliens move in straight lines only. If you should find yourself in a position where you simply haven't the time to move, or you haven't the reflexes, or you're eating your dinner, then you can activate one of your shields. At the start of the game you have three to use wisely, and when activated via the keyboard, an impenetrable dome appears over the character which stops anything from getting in, but sadly also stops you from moving anywhere for a few seconds.

As you go on, the ground pattern gets more and more complex, and lots of different tiles appear. Some do all the usual things like slide you along, push you in the wrong

direction, freeze you, blow you up, disappear, etc. My favourite one is the Superman brick. When you walk over this, you turn into the man of steel himself and don the old red cape with the 'S' on the back. This lets you run at double speed and gives you invincibility for a limited time.

The game also contains a comprehensive editor, which allows you to alter existing floor plans or create new ones, which includes putting down tiles and changes the number of aliens from 3 to 298 (x99).

Graphics are fine, and indeed they do serve their purpose. I couldn't help feeling that they were a little too simplistic. A

little more detail perhaps would have helped the game out from its rather bland look.

The sound is fab. There's a multitude of really clear samples that have been expertly 'mucked about' with. The noise when you die is emphatically good.

*No Excuses* is fun, but when it comes down to it, it's really nothing more than 50 levels of stand on the right square, press fire, and then stand on this square, press fire, etc etc. That said, it's good for an hour or two.

**Tony Dillon**

**Arcana**  
**Price:**  
**£19.95**

**GRAPHICS:** 72%  
**SOUND** 88%  
**LASTABILITY** 61%  
**PLAYABILITY** 63%

**71%**



# FOR A LONGER LASTING, SENSORY BLASTING, EARTH SHATTERING EXPERIENCE...

CBM 64/128

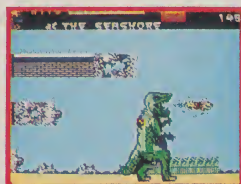
£9.99 CASSETTE

£14.99 DISK

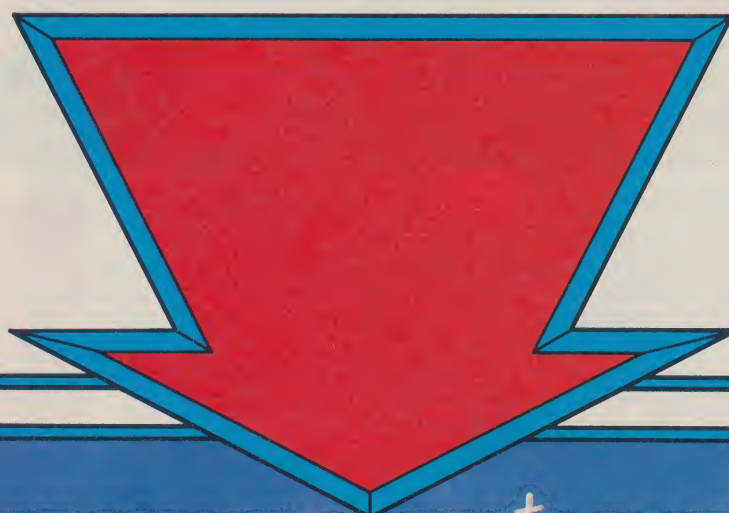
SPECTRUM  
128 ONLY

CASSETTE £7.99

DISK £12.99



Screen shots from CBM 64/128 and Spectrum versions.



## ...GET YOUR TEETH INTO... "THE MUNCHER" COMPUTER GAME







Let's all do the Conga . . . lager louts get funky.



features really smart little multi-coloured men bounding around the corners of the screen to a funky toon. This does wonders for first impressions.

I'm not going to dwell any longer on comparisons between this and the 64 version, there aren't any. The backdrop is fantastic, though sadly there is only the 'one' (*don't bring them into it. Ed*). This is compensated by all the different things which happen there. Leaves fall slowly from trees, birds fly across the horizon, fish jump out of the water, periscopes pop up, and even Pac Man puts in a cameo appearance. And with the super 'hidden' key combinations you can alter the backdrop colours, the judge and make all the respective features appear at your command. A visual treat.

**W**ords almost fail me (but not quite). This is definitely the hippest, not to mention the best, beat 'em up on the Amiga yet.

Even on your first go you can't help but notice that it is the same game as the 64 original but one full rung up the evolutionary ladder. To start with the main title screen

Almost as impressive are the foreground warrior sprites. All three move with amazing speed, clarity and animation. They perform an array of moves which number well into double figures. High kicks, low kicks, sweeps, and a fantastic double kick whereby the character jumps into the air and kicks a leg out at either side. Let met tell you if you can clump the two other fighters simultaneously with this it

# IKK



looks a mite impressive.

When a guy is hit he jumps into the air with a howling cry then lies spread out for a few seconds, stars orbiting around his battered cranium. My fave move though is the punch, quite simply a straightforward gob smack, but, phew, it looks good. Where defence is concerned you can block. Moving the joystick away from an

opponent at the same time he goes to thump you results in an effective block, or you can just backflip out of trouble.

Points are scored for the accuracy of a move, one point for a clean hit, two for a clean cut thwacking. The first one to score six points, or the player with the most points at the end of the thirty second bout wins, whilst the person with the

**System 3**

**Price:  
£24.95**



### CODES

Archer has installed several codes, for you to type in whilst you play.

**FREZ** freezes the game.

**PAC** causes the little yellow smilie to gobble his way across the screen. **Acieed!**

**FISH** makes a fish leap out of the water, amazingly enough.

**BIRD** to see a bird fly across the screen.

**PERI** causes a periscope to peak out of the water.

Typing in a few rude words results in an interesting message appearing on screen.

Finally, type in the following to see some messages Archer included for his mates.

**ANBK**  
**EDHK**  
**GLZP**  
**SHAH**  
**STEW**  
**TOTO**

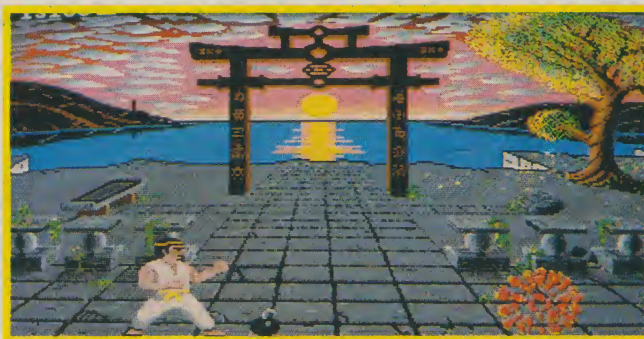
**ANGL**  
**FOOK**  
**GPZP**  
**SIMR**  
**SUNL**



lowest score is disqualified, unless he is computer controlled. As you score more points you go up in belts, shown by the colour of the belt and headband on the fighter.

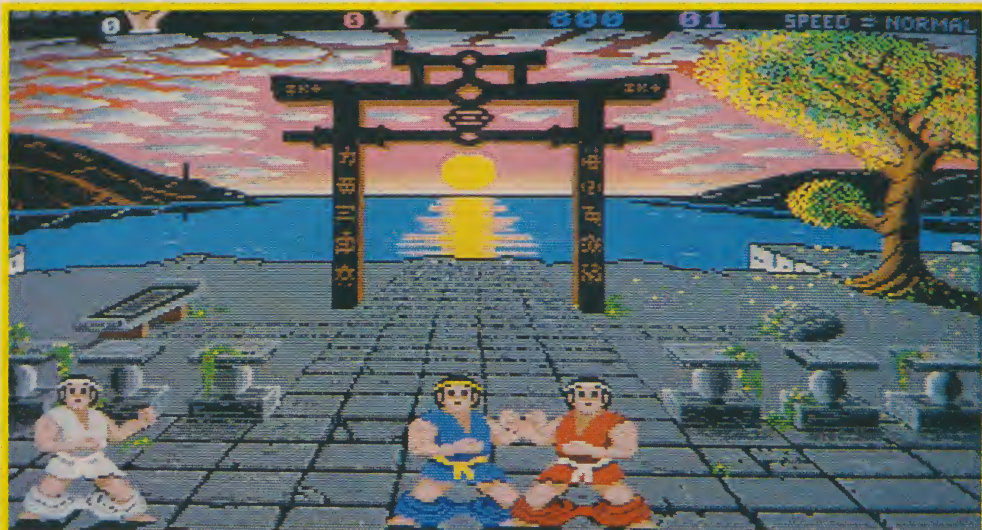
The sound seems as though it has been directly digitised from a karate b-movie. It contains loads of over the top screams and groans as kicks fly, along with a few meaty thwacks. An excellent tune plays throughout the game.

**IK+** is an immensely playable game. On the later levels though, the action gets incredibly fast and half the time you can only guess at what the moves are, and to make it worse the computer player(s) start getting really accurate with their blows. They waltz up to one of the combatants and completely flatten them with a volley of hugely offensive

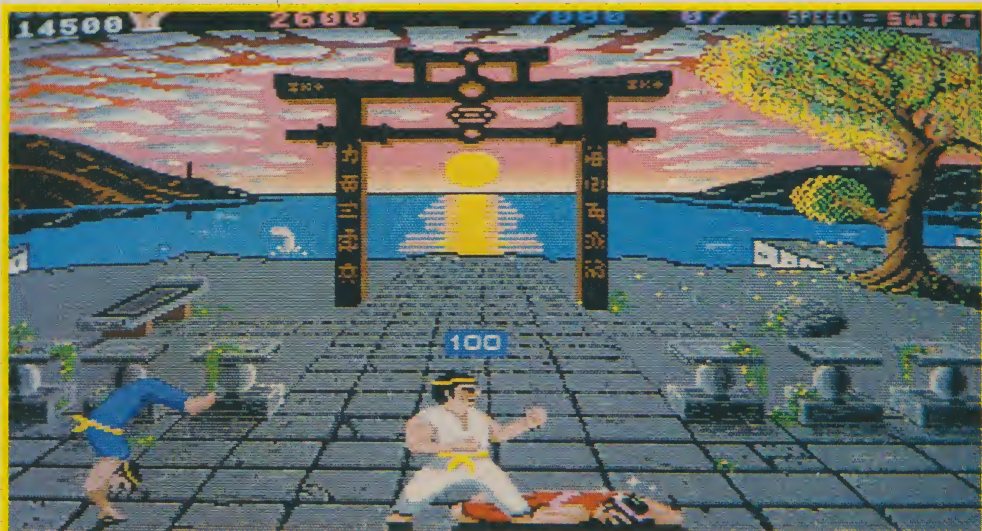


Way of the exploding bomb.

Drop 'em



The periscope takes in the game.



moves. They also retain a sort of alternating personality, one moment there's a free for all, the next they're ganging up on you.

**IK+** was the best beat 'em up on the 64 and now it's proved to be the same on the Amiga. An essential purchase.

**GRAPHICS:** 89%  
**SOUND** 92%  
**LASTABILITY** 88%  
**PLAYABILITY** 91%

**91%**



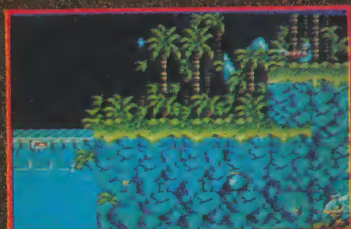
# The CRUCIAL COMPILATION



LAST NINJA  
REPLACES  
CRAZY CARS ON  
THE COMMODORE

## THE IN CROWD

ocean



**GRYZOR** Featuring all the game-play of the arcade original, *Gryzor* takes you into a thrilling alien world of force fields, fanatical guerillas and strange enemy defence systems – but you have the fire-power and maybe, with a 'little' skill, grit and split-second timing, you can infiltrate the aliens' headquarters. Play *Gryzor* once and you'll be hooked!

© 1987 Konami



**BARBARIAN THE STORY SO FAR**... The evil sorcerer Drax has agreed that if a champion can be found who is able to defeat his demonic guardians, the Princess Mariana will be released. From the wastelands comes an unknown barbarian, a mighty warrior, wielding his broadsword with deadly skill. Can he vanquish the forces of Darkness? ONLY YOU CAN SAY...

© Palace Software Ltd



**CRAZY CARS** You are racing in the world's craziest race: "The American Cross Country Prestige Cars Race". If you are able to complete the race before the time runs out, you will get a faster car. You start with a Mercedes 560 SEC, and only the world's best drivers may drive a Ferrari GTO.

PREPARE TO START, READY? GO!!!

© Titus Software Ltd.  
IBM N/A version C CARS on C/A



**PREDATOR** You've heard about Predator, the Schwarzenegger movie – now you can play the leading role. Take a crack commando unit into the South American jungle to rescue a bunch of trapped diplomats. Should be easy enough... and so it would be, if it weren't for the mysterious alien who keeps on taking out your men.

© 1987 Twentieth Century-Fox Film Corp. All rights reserved



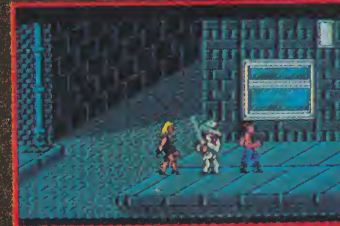
**KARNOV** Join Karnov, the fire-breathing Russian stoneman, on his hazardous quest to defeat the evil dragon Ryu and find the Lost Treasure of Babylon. Karnov is a vast 4-way scrolling game that combines both strategy and fast action in nine challenging levels of gameplay. It is recognised by arcade addicts everywhere as one of the best games of its kind. Karnov also has something special in the way of characters – have you ever been killed by a skeleton on an ostrich?

© Electronic Dreams Software Ltd.



**COMBAT SCHOOL** Konami's arcade hit now for your home micro and already a No.1 hit. Seven gruelling events featuring the Assault Course, Firing Range, Arm Wrestling and Combat with the instructor himself! Combat school throws down the challenge to the toughest of thoroughbred gamers.

© 1987 Konami



**TARGET RENEGADE** Every move you make, every step you take, they're watching you. Fight your way through the precinct – the back alleys, the car parks, fight your way through the villainous community, the skin-heads, the Beastie Boys, the bouncers. This is just the tip of the iceberg on your chilling quest to confront "MR. BIG".



**PLATOON** Lead your Platoon deep into enemy territory, you can almost feel the humidity, sense the threatening dangers as you encounter the enemy and his many booby traps. Having found the underground maze of tunnels, enter at your peril! Enemy soldiers lunge at you from the murky waters within, but this is the only way you can find vital information. If you come out of this alive, you'll be just one of the few!

© 1986 Hemisphere Film Corporation. All Rights Reserved

ocean

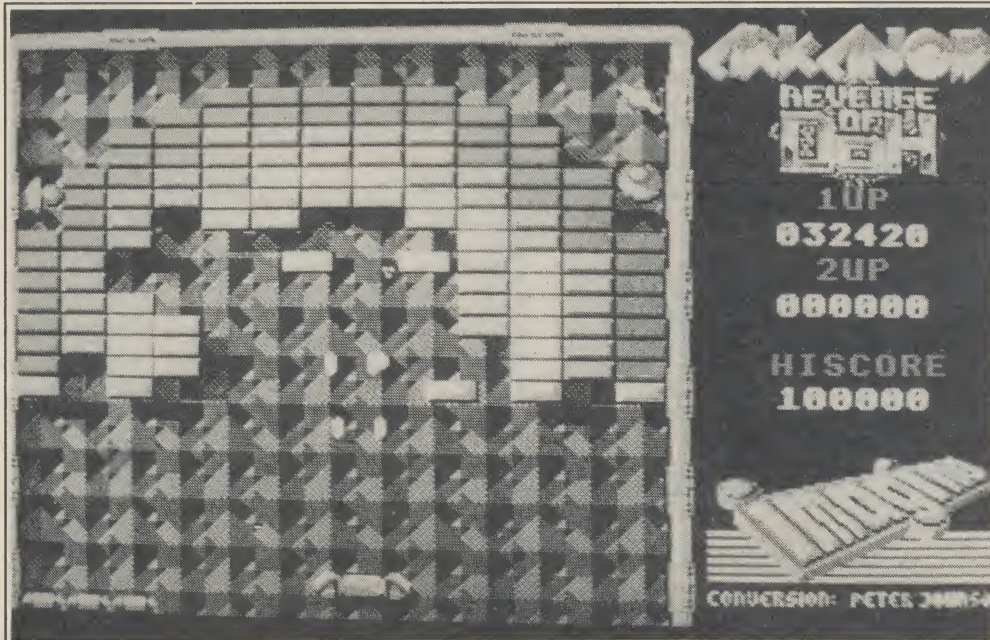
SPECTRUM  
AMSTRAD  
COMMODORE

CASSETTE  
£14.95



# AMIGA

## Screen Scene



The Revenge of Kelly.

# ARKANOID REVENGE OF DOH

**T**hey say that alcoholism causes in excess of one million lost working days a year in Great Britain. Exact figures aren't yet available, but it's generally thought that at least that amount of time is lost annually due to the CU staff's obsession with *Arkanoid*. The Ed has been frequently known to hide the disk in Tony Dillon's naff HM record-ridden backpack to keep it out of the hands of crazed employees over lunch hour (and beyond — Ed).

So when Imagine's sequel, *Revenge of Doh*, finally strug-

gled through the Christmas post and landed on our desks, the tripewriters ceased their (less than — Ed) incessant chatter.

The high priest of the Mean Machine (M. Patterson, for it is he) took the sacred object in his trice-blessed mitts, and intoning the appropriate runic mysteries, booted it and we all took in our first glance. Not so

good, to our horror.

It's not that programmer Peter Johnson hasn't added and enhanced the original, he has, quite a bit. For the uninitiated, despite a hokey spaceage intro screen, *Arkanoid* was simply a very elaborate update on the age-old *Breakout* concept, basically knocking out rows of bricks using — bat and ball. Of course, there

were lazer bats, multi-balls, sticky-bats, elongated bats, extra life icons and bonuses to pick up too.

*Revenge of Doh* added shrinking bats (a bummer), self generating multi-bats, super hard multi-balls, double-bats, the amazing mega-lazer which cuts through every brick it touches like a knife through hot butter (except the moving bats, that is) plus a whole new array of brick arrangements and added interfering nasties.

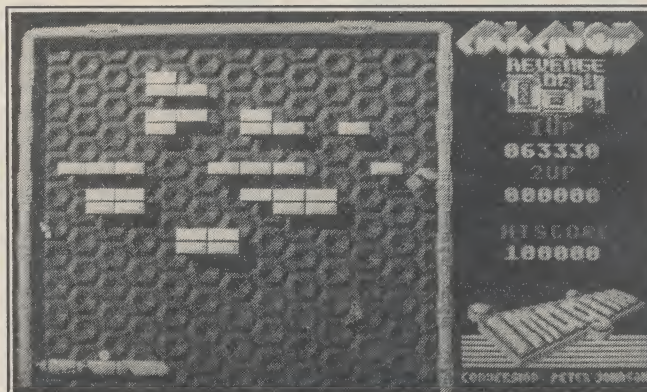
But unfortunately, the gameplay, sprite detection and graphics let this down — badly.

For a start, where the Discovery conversion was simple, colourful and razor-sharp, colourwise, *RoD* manages to be simple, colourful and seriously fuzzy. The bell vibrates in the air! Secondly, sprite detection is poor and in a game where precision is essential, bad sprite detection is frankly disastrous. And the combination of these two faults renders the gameplay unpredictable, and therefore naff.

All of which is not to say that I haven't spent quite a while on this game — I have. The original concept is so brilliantly simple, and so simply brilliant, that, warts and all, *Revenge of Doh* couldn't ever be a total turkey.

But for all those who love *Arkanoid*, and for all those who've yet to experience it, *RoD* is a sad letdown.

Nick Kelly



Brick bustin' with the steel ball.

**Imagine**  
**Price: £24.95**

**SOUND 58%**  
**GRAPHICS 67%**  
**LASTABILITY 64%**  
**PLAYABILITY 70%**

**68%**



Had enough  
of  
Arcade Games  
or  
Spreadsheets?

There  
is an  
Alternative

A company that  
specialises in Quality  
Strategy, Adventure  
and Simulation  
software from around  
the world

A Company that offers  
a quality Mail Order  
service for Gamers  
in the U K  
and Europe

**STRATEGIC  
PLUS**  
SOFTWARE

Send £2.50 for our  
extensive Catalogue  
which includes  
descriptions  
for each game

#### COMMODORE C-64 128

Ultima V (Origin)	£24.95
Red Storm Rising (Microprose)	£19.95
AD+D; Pool of Radiance (SSI)	£24.99
Typhoon of Steel (SSI)	£24.99
Deathlord (EOA)	£14.95
Necromancer (EOA)	£16.95
Microprose Soccer	£19.95

#### Strategic Plus Software

P O Box 8  
Hampton  
Middx. TW12 3XA

01 979 2987

#### COMMODORE AMIGA

Dungeon Master (FTL) 1 Meg	
Req.	£29.99
Empire (Interstel)	£24.95
Battle Chess (EOA)	£24.95
Paladin (OmniTrend)	£34.95
Bard's Tale II (EOA)	£24.95
European Scenery Disk (sub-logic)	£19.95



**subLOGIC**  
INFOCOM

**SIMULATIONS  
CANADA**



**ELECTRONIC ARTS**



**MICROPROSE**

**ORIGIN  
SYSTEMS INC.**



All prices include VAT and P&P. ALL PROGRAMS ARE ON DISC ONLY.



# MICROSNIPS

DEPT. COMMODORE USER.

37 SEAVIEW ROAD · WALLASEY · MERSEYSIDE L45 4QN

#### COMPUTERS

COMMODORE 1280 BUILT IN 1571 DS DISC DRIVE...£399.00  
COMMODORE AMIGA PACK...£399.95  
COMMODORE PC-10 RANGE, NOW IN STOCK...P.O.A.

#### SENSATIONAL HOLLYWOOD PACK

COMMODORE 64C HOLLYWOOD PACKAGE Inc. Rambo, Miami Vice, Platoon, Great Escape, Top Gun, Trivial Pursuit, Blockbusters, Bullseye, Krypton Factor, Every Second Counts (plus chance to win dazzling Disney 1 World Holiday) Quickshot II, 1 Joystick + C2N Datarecorder

**£149.95**  
bought  
individually  
£250.00



#### HARDWARE

1541 II SLIMLINE DISC DRIVE (FOR C64/128)	£169.95
1571 DS DRIVE FOR C128	£199.00
1581 3 1/2" DISK DRIVE C64/128	£199.00
CBM CENTRONICS LEAD/SOFTWARE	£19.95
CITIZEN 1200 (COMMODORE) PRINTER	£199.95
EXCELLERATOR DISK DRIVE+FREEZE MACHINE	£169.95
PANASONIC KX-P1081 PRINTER (CENTRONICS)	£179.95
STAR LC10 (COMMODORE) PRINTER (MONO)	£229.95
STAR LC10 (COMMODORE) PRINTER (COLOUR)	£279.95

#### MONITORS

MED RES PHILIPS COLOUR	£249.95
PHILIPS MODEL 80 COMMODORE MONO INC. LEAD	£99.95
STANDARD RES PHILIPS COLOUR	£199.95
COMMODORE COLOUR	£159.95

#### UTILITIES

	Tape	Disc
ART STUDIO	£12.95	£15.95
GRAPHIC ADVENTURE CREATOR	£18.95	£22.95
INSTANT MUSIC	£11.95	£11.95
MINI OFFICE II	£12.95	£16.95
PRINTSHOP	£32.95	£32.95
PRINTSHOP COMPANION		£24.95

TASWORD... (Disc add £3.00) £16.95

#### ACCESSORIES

ALTAI C64/128 RECORDER	£24.95
CBM DATACORDER	£39.95
C64/128 ADAPTOR FOR ANY RECORDER	£19.95
C64/128 DISC DRIVE/PRINTER CABLE	£3.99
COMPUTER TV LEAD (2m)	£1.99
DISC NOTCHER	£4.99
BOX 10 5 1/4" 3M DSDD	£9.95
PRECISION (10) BRANDED DISCS	£7.99
64 C REPLACEMENT CASING FOR OLD 64	£10.95
LOCKABLE DISC BOX (HOLDS 120 5 1/4")	£10.95
HEAD ALIGNMENT KIT (SPECIFY MODEL)	£7.95
VIC 20 UHF MODULATOR	£14.95
MPS 801 RIBBON	£3.99
MPS 803 RIBBON	£3.99
STAR NL 10 RIBBON	£5.99
CITIZEN 1200 RIBBON	£4.95
DATL MOTHERBOARD	£16.99
CBM64/VIC PSU	£24.95
DOLPHIN DOS 64	£69.95
DOLPHIN DOS 128	£79.95
FREEZE MACHINE	£24.95
DATA SMART CART	£29.99
USER PORT RESET SWITCH	£5.99
C64 VIC LUXURY COVER	£6.95
1541/1570 DUST COVER	£4.99
CBM 64C LUXURY COVER	£6.99
CBM 128 LUXURY COVER	£6.95
STOP PRESS-AMX C64 MOUSE	£69.95

#### JOYSTICKS

KONIX SPEEDING JOYSTICK	£11.95
MACH 1 JOYSTICK	£13.99
NEW RAM MICROSWITCHED JOYSTICK	£9.95
MICROBLASTER	£7.95
HANDBLASTER	£6.95



CANON PRINTER - PW1080A 160 CPS

RRP £375 Our Price £159.95

#### MICROSNIPS TOP 10

ARCADE FORCE 4	£9.95
BARBARIAN III	£9.99
GOLD SILVER BRONZE	£14.99
FRANK BRUNO'S BIG BOX	£9.99
LANCELOT	£9.99
PEPSI CHALLENGE	£9.99
PAR 4 GOLF COMPENDIUM	£14.99
BATTLE ISLAND	£9.95
TERRAPODS	£9.99
NEW TRIVIAL PURSUITS	£14.95

## 1 FREE TITLE

when you purchase any of the above.  
We will send you one of the latest  
budget releases worth £1.99 with  
every top ten purchase.



LOMBARD  
CREDIT  
CHARGE



LICENSED  
CREDIT  
BROKER

MAIL ORDER  
PRICES TO  
PERSONAL  
CALLERS  
PRODUCING  
ADVERT

Postage and Packing  
UK Under £50 add £2.00 Under £100 add £5.00  
Over £100 add £10 Courier Deliver  
Europe - Full price shown covers carriage.  
Non-European add 5%  
Visa Mastercharge Postgiro International accepted  
NOT Postbank Postcheque

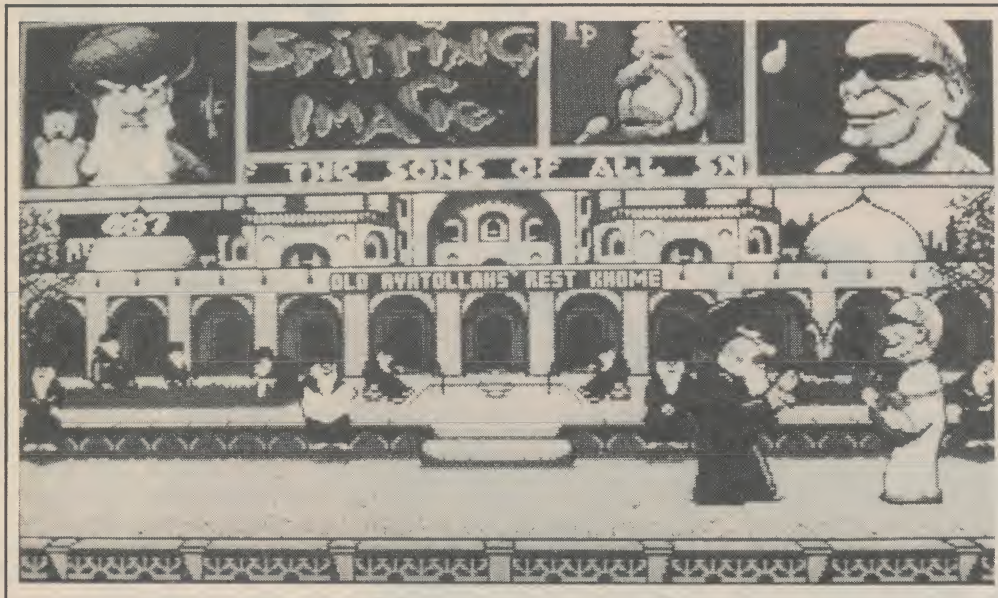
**FREE**  
SOFTWARE & ACCESSORIES  
LIST WITH FIRST ORDER  
PROBABLY THE LARGEST RANGE OF  
COMPUTER PRODUCTS ANYWHERE

051-630 3013  
24 Hr. CUSTOMER ENQUIRIES  
051-691 2008 MAIL ORDER  
051-630 5396 ACCOUNTS  
051-639 2714 FAX NUMBER



# AMIGA

## Screen Scene



stunt at this point, Ronald MacReagan pulls out a tomato Ketchup dispenser and squirts it, P.W. Botha drops his trousers and, well, does what he normally does really (Oh, little bit of politics there, this is a computer mag so stamp it out now!).

The second dirty move is the calling of the sidekick. By pressing space or 'O' on the keyboard you call on a little henchman to do the dirty work for you. The Ayatollah calls on a cannon, which fires a ball at you, Ronald calls on a flying hamburger which savages the neck of your adversary.

Sadly the restriction of moves is the game's only poor point. It may not be brimming with originality, but it is very well converted. Domark have quite successfully managed to capture the feel of the TV programme, fun, well put together, but short lived.

**Tony Dillon**

# SPITTING IMAGE

**S**pitting Image would have been an excellent licence on its first run. But when Domark originally tried to produce a game linked to it, *Splitting Images*, they didn't stop to buy the licence and had to change the name to *Split Personalities*.

The Completely Brilliant *Spitting Image Computer Game*, to give it its full title, is a beat-em-up. Nothing more, nothing less. The idea is to take over the world. To do this, you must first pick a world

leader and then find an adversary. These range from Groovy Gorby, to Ronald MacReagan, to His Coolness the Pope, to Mr and Mrs Ayatollah. Even the Queen herself makes an appearance as a commentator.

Each of the characters is represented as a photograph along the sides of the screen, around a map of the globe. By moving a pointer around the screen, you can make different things happen. When you move the pointer over one of the faces, you activate a joke. The Ayatollah raises a glove puppet of Sooty and squirts himself in the face with it. Thatcher's wig flies off, His Coolness smiles and his shades twinkle. As you move the pointer over the map, a message at the top of the screen tells you which country you are over, which is generally faithful to the map in the *Spitting Image* book. Most of Europe is called Britain, the rest being Pinkoland, whilst

Mexico is now known as Sانسodallmoney. Har har.

When you've selected your host and your adversary, you go into a one-on-one battle in true beat-em-up style. This is where the game falls flat. The graphics are great and it is fun for a short while, but it's very restricted. The problem is, you only have three basic attacking moves, normal, high and low punch and a kick.



On top of your three moves, you've got your dirty moves. The first is achieved by pushing the opposite direction and pressing fire. Each of the characters pulls a different

SOUND	74%
GRAPHICS	84%
LASTABILITY	48%
PLAYABILITY	61%

# 63%

**Domark**  
**Price: £19.95**



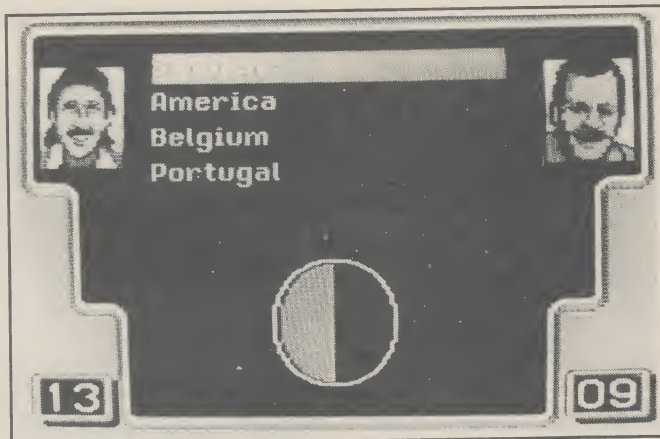
# QUESTION OF SPORT



Er, number seven please David.

**Q**uite extraordinary! Elite seems to have been keeping a low profile since *Live and Let Buggy Boy*, then all of a sudden you hear adverts for this on independent radio. and they've slapped an extra fiver on the price to pay for them! Quite extraordinary!!

Fans of the TV programme, and I count myself among



The quick fire round.

them, will need no introduction to the format of this sports quiz game. For those of you terminally bored by sport be it showjumping or football, why are you reading this review?

The conversion of the game to the home computer has obviously involved some cor-

ner cutting. Quite a great deal actually. Whilst the 16 bit version has digitised pictures, the 64 simply has representations of team members. The picture board has been replaced by numbers which reveal a particular topic like motor racing, football, tennis

etc. The David Coleman picture then asks a question about that subject. The questions scroll across the screen and you're given a time limit.

The next round is the *Mystery Personality*. No you don't get a fragment of ear lobe or a broken nose to identify, instead you're given clues as to someone's identity. You get three chances to guess correctly.

*Home or Away* follows next, in which you can either answer questions on your favourite subjects or take a flyer on knowing the name of Bolivia's 1927 Palotta champ.

*What Happened Next* clearly caused a few more problems, so you are given descriptions of an event and you have to say from four options what you think occurred.

Round five is the *Quick Fire* and you're pitted against your opponent or the computer to give the answer. After that it's back to the picture board for a nail biting finish.

It all takes place in about as much time as it takes to read this, so there's no time wasted playing it. As the translation of a licence it's about the best you could expect. There's five banks of questions, which I don't think is enough, but they're easily read and understood and clearly well-researched. That said, the time might be right for trivia games, but the board version is better, and you can still play along to the real thing at home.

**Mike Colemanballs**

**Elite**  
**Price:**  
**£14.99 cass**  
**£19.99 disk**

**GRAPHICS** 52%  
**SOUND:** N/A  
**LASTABILITY** 73%  
**PLAYABILITY** 64%

**61%**



# MEGALAND

## MAGNIFICENT

## MONEY SAVERS!!

0703 330544

or

0703 332225

**SUPER  
SPECIAL  
OFFERS**

**FROM**

**1581 CBM  
DISK DRIVE  
£115  
inc VAT**

**COMMODORE PC1  
HIGH RES MONOCROME  
MONITOR  
ABLE ONE SOFTWARE  
WORD PROCESSOR  
SPREADSHEET  
DATABASE  
£325 inc VAT**

**MEGALAND MEGA,  
MEGA PACK**

AMIGA A500. PHOTON PAINT.  
CARRIER COMMAND. KARATE KID II.  
GOLDRUNNER. G.B. AIR RALLY.  
LEADERBOARD. DEMOLITION.  
JOYSTICK. P.D. DISKS.  
WIZBALL. PLATOON.  
AEGIS SONIX. T.V.  
MODULATOR. SKYFIGHTER.  
GRIDSTART  
**£449 inc. VAT**

**MEGALAND  
MEGA PACK 1 AMIGA A500**  
FREE PHOTON PAINT. FREE  
SKYFIGHTER. FREE LAS VEGAS. FREE  
DEMOLITION. FREE GRIDSTART. FREE  
KARATE KID II. FREE GOLDRUNNER.  
FREE WIZBALL. FREE PLATOON. FREE  
P.D. DISKS. FREE T.V. MODULATOR.  
FREE JOYSTICK  
**£399 inc VAT**

**MEGALAND MEGA  
PACK 2  
AMIGA A500**  
FREE CARRIER COMMAND. FREE  
PHOTON PAINT. FREE KARATE KID II.  
FREE GOLDRUNNER. FREE G.B. AIR  
RALLY. FREE LEADERBOARD. FREE  
JOYSTICK. FREE P.D. DISKS. FREE  
WIZBALL. FREE PLATOON. AEGIS  
SONIX. T.V. MODULATOR.  
**£425 inc VAT.**

**STAR LC10  
COLOUR PRINTER  
£249  
inc VAT**

**AMIGA B2000  
£839 + VAT**  
2090 CONTROLLER AND 20MB  
HARD DISK £499 + VAT  
XT BRIDGEBOARD £399 + VAT  
B2000 INTERNAL 3½ DRIVE  
£75 + VAT

**MORE  
GREAT  
OFFERS**

CITIZEN 1200 PRINTER inc CABLE  
1901 COLOUR MONITOR for CBM 64 & 128  
1901 CONVERTED FOR AMIGA  
1084 COLOUR MONITOR  
TRANSFORMER S/WARE  
THE WORKS S/WARE fully integrated package D/base,  
W/processor, Spreadsheet, etc.  
CHANGE YOUR 1081 or 1084 MONITOR into a  
COLOUR TELEVISION. PLEASE PHONE  
256K RAM EXPANSION FOR CBM 64  
128K RAM EXPANSION FOR CBM 128  
512K RAM EXPANSION FOR CBM 128

£99 + VAT  
£139 inc VAT  
£199 inc VAT  
£199 + VAT  
£99 inc VAT  
£69 inc VAT  
£65 + VAT  
£95 + VAT  
£95 + VAT  
£129 + VAT

**PRINTERS/DRIVES**  
CITIZEN 1200  
STAR LC 10  
STAR LC 10 COL  
STAR LC 24-10  
NEC 2200  
OKIMATE 20  
EPSON LX800  
LC10 CMB VERSION  
LC10 COLOUR CMB VERSION  
1581 3½ INCH DISK DRIVE FOR CBM 64/128  
1541 5¼ INCH DISK DRIVE FOR CBM 64/128  
STAR LASER PRINTER  
LC10 SHEET FEEDER  
XEROX 4020

£99 + VAT  
£199 + VAT  
£239 + VAT  
£299 + VAT  
£299 + VAT  
£119 + VAT  
£189 + VAT  
£199 + VAT  
£225 + VAT  
£99 + VAT  
£149 + VAT  
£1,495 + VAT  
£55 + VAT  
£949 + VAT

**MONITORS**  
1084 HI RES COL  
1084 bought with CPU  
PHILIPS 8833 STEREO  
8833 bought with CPU  
MONO from  
1084 HI RES COL STEREO  
1084 HI RES COL STEREO  
(IF ORDERED WITH CPU)  
1900M MONO MONITOR FOR CBM 64/128  
VISION 2400 STEREO

£199 + VAT  
£189 + VAT  
£219 + VAT  
£209 + VAT  
£69 + VAT  
£219 + VAT  
£209 + VAT  
£85 + VAT  
£189 + VAT

**PHOTON PAINT**  
AEGIS SONIX  
CARRIER COMMAND  
KARATE KID II  
GOLDRUNNER  
SKYFIGHTER  
DEMOLITION  
GRIDSTART  
P.D. DISKS  
G.B. AIR RALLY  
LEADERBOARD  
WIZBALL  
PLATOON  
LAS VEGAS  
T.V. MODULATOR  
JOYSTICK

£25 inc VAT  
£39 inc VAT  
£1200 inc VAT  
£5 inc VAT  
£5 inc VAT  
£5  
£5  
£8  
£5  
£5  
£5  
£5  
£5  
£15  
£5

**MEGASOFT**

SOFTWARE CLUB  
MEMBERSHIP £20 per YEAR  
INTRODUCTORY SPECIAL OFFERS

**DELIVERY  
ORDERING  
TO ORDER**

All consumables and software Post Free!!  
Hardware £5 inc vat 4-day. £10 inc vat 24 Hrs.  
All offers strictly subject to availability. All prices  
subject to change without notice.  
either send cheque/P.O. with coupon or ring  
(0703-330544) with Barclaycard/Access number.

**0703 330544**

VISA



MEGALAND, DEPT C.U., 16A CITY COMMERCE CENTRE,  
MARSH LANE, SOUTHAMPTON

NO VISITORS PLEASE - UNTIL CASH AND CARRY OPENS!

**FREE PRIZE DRAW ON MEGALAND MEGA PACKS**

**1ST PRIZE**  
TIME SHARE HOLIDAY APARTMENT — 2 WEEKS OF THE YEAR —  
COSTA DEL SOL.  
**2ND PRIZE**  
3 x AMIGA 2ND DISK DRIVES  
**3RD PRIZE**  
20 x COMMODORE WATCHES

**OPEN NOW**  
RETAIL CASH AND CARRY  
42-44 MILLBROOK ROAD EAST  
SOUTHAMPTON  
0703 332225



**A** fair while has passed since the appearance of this bastion of arcade games in places of amusement around Britain. In fact it's been a while since the conversion was first announced. The 64 version was cancelled, but the Amiga game has throttled it's way into the office, and its well worth the wait. *Super Hang On* oozes with skilled and patient programming, and it proves racing games can and will work on the Amiga.

The first I saw of any home computer version of *SHO* was on the ST and I was very impressed then, and although it's very similar on the Amiga it has the advantage of being slightly faster and more playable. That's why you bought the machine, right?

The graphics cannot be called arcade quality when put next to the coin op itself, but they are damn good in their own right. The scrolling is virtually faultless, the hills and general motion of the road come across very well, and you can see what's coming over the hill towards you without having to get into a panic. The speed and smoothness at which the static objects at the side of the road update is very nifty and definitely qualifies as the best in the field.

I must mention the low grade engine noises that are generated by the bike. They are a pathetic mix of hums and groans, only compensated for by the great background tracks.

The computer riders are pretty natty, not only good looking chaps but well controlled and not prone to doing irrational things. In fact they



*They're off.*

# SUPER



*Banking near Beijing.*



**Activision**  
**Price: £24.95**



# AMIGA

## Screen Scene



Nearing New York.

bank very realistically. The bike's not difficult to control either, left, right and fire are all that's needed. I actually found it easier to play with the mouse as opposed to joystick and keyboard, the only problem being that I kept running

# HANG ON



Scraping past the checkpoint.

out of room when it came to a difficult turn. But I guess that's just me (*undoubtedly — Ed*).

The whole game itself is very well executed, right from the start the options include a control sensitivity setting which proves very useful. Next is the most important option, what piece of music to listen to, (the right music is essential to get a good lap time) and then comes the choice of which continent to race in, some of which are harder than others.

*SHO* is one of the best arcade conversions on any machine to date and certainly one of the best racing games. It has all the essential bits to make a quality game: graphics, gameplay, and ease of use. So drop *Out Run* if you really want to set a trend this is definitely the simulation to get.

**Mark Patterson**

## WIN MIKE'S LEATHERS



That's a lie actually Mike's very attached to his leather jacket, but those kindly folk at Mediagenic have said they'll give a lucky CU reader a brand new one and ten runners-up a copy of the Amiga bike sim.

To win we want you to answer a simple question:

Most high street leather jackets are made from

- a) Cow's hide
- b) Sheet skin
- c) Horse hide

Think carefully then jot your answer on a postcard and send it to Leather Compo, CU, Priory Court, 30-32 Farringdon Lane, London 3AU. Don't forget to tell us which machine you own in case you get a runners-up prize.

SOUND	74%	<b>89%</b>
GRAPHICS	90%	
LASTABILITY	89%	
PLAYABILITY	86%	



**A  
VERY  
MERRY  
CHRISTMAS  
FROM**

**CU**

**AMIGA-64**





# BETTER DEAD THAN ALIEN

**I**t's been a while since I played a game as bad as this. I think the last one was *Lee Enfield in the Tournament Of Death*. This is worse.

For those of you lucky enough to miss the Amiga version, I'd better fill you in (and then I'll tell you about the game, har har). Travel through the battle zone and be prepared to wipe out alien after alien as they persist in their relentless attack on the Earth. Or, put more simply, play *Space Invaders*.

No, that's a complete lie. It's not *Space Invaders*. It's a terrible abomination of it. Face groups of up to 24 passive aliens and move left and right (and up and down as well) firing all the time to knock them out.

Occasionally, one will break from the pack and dive towards you. Move out of the way and he falls helplessly past, only to reappear at the top of the playing area, still falling towards you.

One will flash sooner or later, and if you shoot this one out, it will drop a capsule, which will give you a special power. This can be anything from a shield, three-way fire, super-fire or the ability to freeze the aliens. Ho hum.

It was more likely that the 64 version was going to be worse than the Amiga version, but I never thought it would be this bad. Let's take it point by point. Graphics are consider-

ably inferior obviously. The finely detailed though badly animated sprites from the 16 bit versions have changed into small blocky colourless lumps that corrupt and then reform whenever they move down. The sound has transformed into poor spot effects, and the

playability has disappeared.

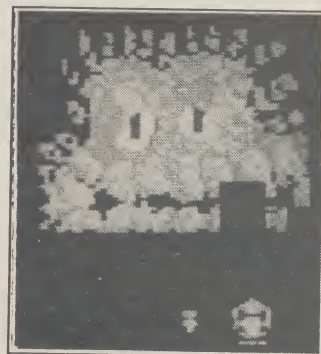
The 64 playing area is only half the screen size, and when you've got over 20 sprite-sized objects moving about, that doesn't leave you a lot of room. The collision detection is a little too generous. Nevertheless the game is ridiculous-

ly easy. Give this a swerve at all costs

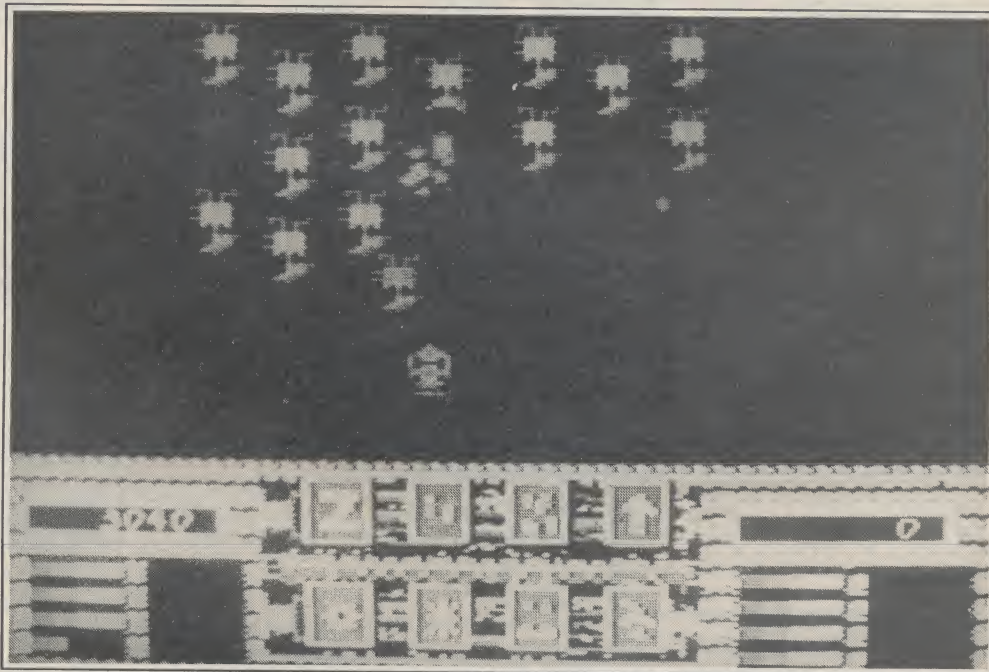
**Tony Dillon**

<b>SOUND</b>	<b>41%</b>
<b>GRAPHICS</b>	<b>29%</b>
<b>LASTABILITY</b>	<b>34%</b>
<b>PLAYABILITY</b>	<b>35%</b>

# 23%



*A pile of s....pace invaders.*



**Electra**

**Price:**

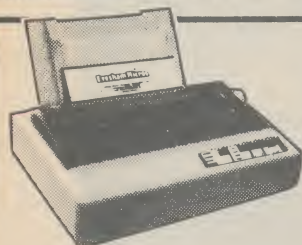
**£9.95 cass**

**£14.95 disk**



# Evesham Micros

*All prices include VAT/delivery*



## star LC-10 Best-selling CBM ready printer

Now the established market leader in this price category, the LC-10 incorporates many advanced features for such a low price. Its facilities, not normally available in this price range, include 4 NLQ fonts (with 96 combinations) and paper parking (use single sheets without removing tractor paper). Good value 7-colour version also available, which will also accept standard LC10 black ribbons. LC10 available either in '64/128 ready form or as parallel version for Amiga users. Please state your computer type when ordering.

**Only £219.00**

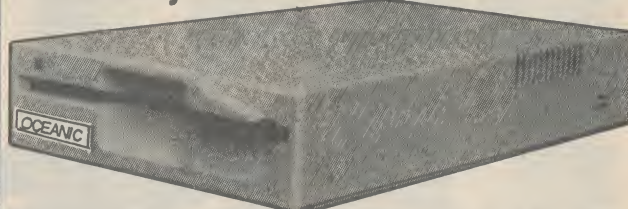
Colour version also available,

**Only £269.00**

Prices include two extra black ribbons free of charge

## OCEANIC OC-118

Previously sold as 'Excelerator Plus'



A superb package representing extremely good value for money, combining the Oceanic OC-118 disk drive (previously sold as 'Excelerator+') and the sophisticated GEOS system. Said by COMPUTE's Gazette to have "dramatic improvements over the 1541 in quality and reliability", the drive is a stylish and attractive compact unit featuring a direct drive motor and its own external power supply. GEOS brings the power of a graphic interface and integrated disk turbo to your '64 and includes geoPAINT, a graphic workshop, geoWRITE, a WYSIWIG word processor and many Desk Accessories. Many more extensions available - see below.

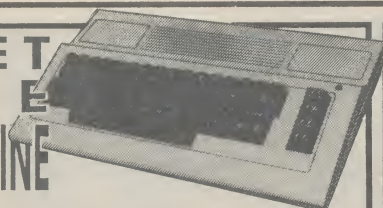
**Oceanic OC-118 & GEOS ..... £129.95**

**Oceanic OC-118 & GEOS  
plus Freeze Machine ..... £149.95**

### GEOS Applications

GEOS 64 .....	£24.95	GEOPUBLISH .....	£32.95
GEOFILE .....	£24.95	GEOPROGRAMMER .....	£32.95
GEOCALC .....	£24.95	GEOS 128 .....	£32.95
DESKPACK+ 64/128 .....	£21.95	GEOWRITE .....	
GEOWRITE WORKSHOP .....	£24.95	WORKSHOP 128 .....	£32.95
FONTPACK+ 64/128 .....	£16.95	GEOCALC 128 .....	£32.95
GEOSPELL .....	£16.95	GEOFILE 128 .....	£32.95

GET  
THE  
SLIMLINE



'64

**Only  
£19.95**

*Your '64 could look like this!*  
Why put up with an old fashioned looking computer? Fit this smart and modern looking new case to your '64 - it will look and feel like you are using a brand new computer. This high quality injection moulded case is simple to fit and gives a lower keyboard height. Reject the old image and order one now.

## FREEZE MACHINE for speed, power and ease of use

- ☐ Unstoppable Freeze
- ☐ Fast save routines
- ☐ Ultra-efficient file compactor
- ☐ Laser and Turbo fastloads
- ☐ Integral reset button
- ☐ Tape turbo facilities
- ☐ 12 second disk format
- ☐ Selective file copier
- ☐ Selectload
- ☐ many more useful features!

**Only £28.95**

For speed, power and ease of use it has to be Freeze Machine, probably the most effective backup cartridge on the market! Incorporating two types of fast load routines you can SAVE and reLOAD your favourite games in as little as 10 seconds and no more than 18. Numerous invaluable facilities available, including a built-in reset button. Utility Disc V3.0 also available to complement usage of the cartridge. It allows complete transfer to disk of many tape-based programs that load extra parts, eg. Gunship, Last Ninja, World Games, Supercycle. A very useful add-on.

Utility disc only ..... £7.95



### Selected Products

**DOUBLER '64** ..... Makes perfect tape backups every time. Consists of hardware and software. Requires access to two data recorders. Very easy to use, only ..... **£12.95**

**ICONTROLLER** ..... Natty little keyboard mounted cursor controller, ideal for icon-driven applications like GEOS ..... **£11.95**

**DATA RECORDER** ..... CBM compatible, same as C2N/1531 but cheaper and includes pause control button ..... **£24.95**

**DOLPHIN DOS** ..... Parallel operating system for use with 64/128 and 1541 disk drive. Fantastic speed increase on LOAD and SAVE whilst maintaining CBM disk format. Many extra DOS & BASIC commands, includes built-in monitor and Centronics printer driver ..... **£69.95**

**DISC DISECTOR V5.0** ..... Disk backup/utility package, very powerful ..... **£19.95**

**1541 PHYSICAL EXAM** ..... Consists of digital alignment disk and drive fault diagnosis software to check and correct 1541 head alignment. Includes quiet drive stops ..... **£39.95**

**1541 QUIET DRIVE STOPS** ..... Silences 'knocking' noise with 1541 drives ..... **£4.95**

**AZIMATE 3000 KIT** ..... Kit to check and adjust data recorder head alignment ..... **£6.95**

### AMIGA 500

#### SPECIAL OFFER AMIGA PACK

Contains Amiga 500, TV modulator, Mouse, Joystick, Mouse Mat, 5 disks of public domain software, 'Photon Paint' and 7 top games ('Karate Kid II', 'Goldrunner', 'Grid Start', 'Demolition', 'XR 35', 'Atax' and 'Las Vegas'). Total retail value of extras supplied is £270.45.

**All this for only ..... £399.00**

**Philips CM8833** (Colour monitor suitable for Amiga 500) ..... **£229.00**

**Philips CM8852** monitor as above, but higher resolution ..... **£299.00**

**Cumana external 5.25" floppy drive** 40/80 track 'Transformer' compatible ..... **£159.95**

### Disks & Boxes

**25 bulk packed 5.25" DS/DD disks** with sleeves, write protect tabs and labels. Good quality and fully guaranteed, only ..... **£13.95**

**25 disks + box.** Disks as above plus 50 capacity lockable storage box, only ..... **£22.95**

**25 disks + 100 box.** As previous offer but with 100 capacity locking box ..... **£24.95**

**50 capacity box.** Lockable storage unit for 5.25" disks with smoked perspex top ..... **£10.95**

**100 capacity box.** Larger version ..... **£13.95**

### How to order from Evesham Micros



Phone us with your  
**ACCESS or VISA**  
card details on :  
**0386-765500**



All prices include VAT and delivery. Next day delivery £5.00 extra.

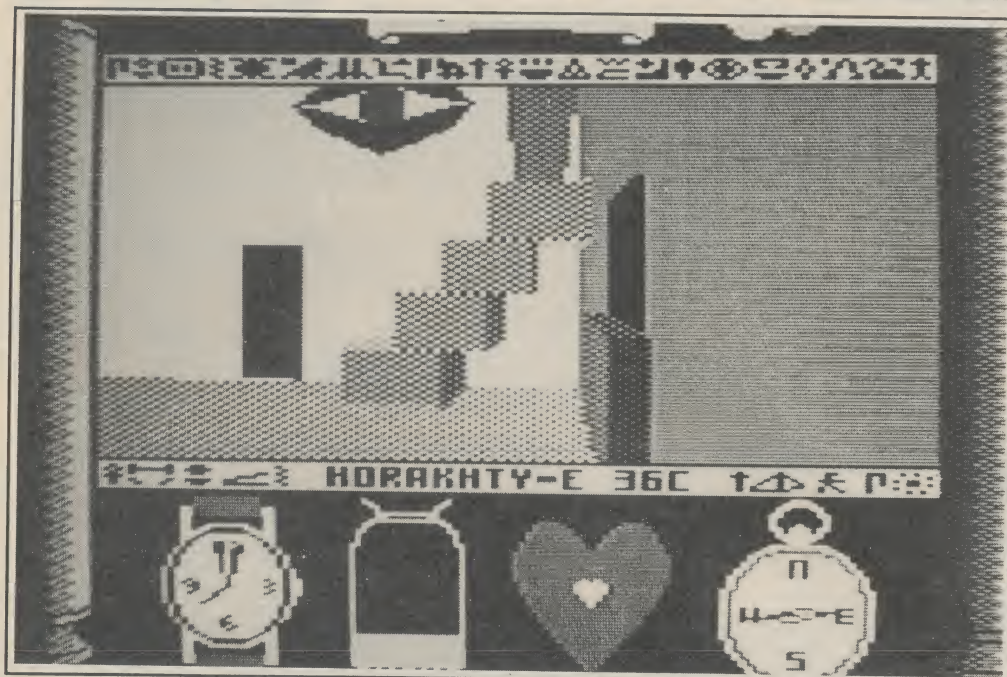
Send cheque, Postal Order  
or ACCESS/VISA card details

Govt, educ. & PLC orders welcome  
Same day despatch whenever possible  
All goods subject to availability, E.&O.E.  
Open to callers 6 days, 9.30-5.30

Also at: 1762 Pershore Rd., Cotteridge, Birmingham B30 3BH Tel: 021 458 4564

**Evesham Micros Ltd**  
63 BRIDGE STREET  
EVEHAM  
WORCS WR11 4SF  
0386-765500  
fax 0386-765354  
telex 333294

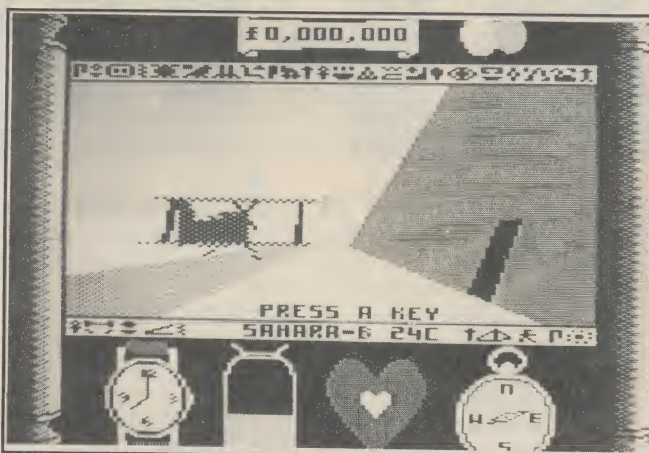


Screen  
Scene

Carry on up the freescape . . .

TOTAL  
ECLIPSE

Incentive return once more with the latest improved Freescape game, featuring added slow motion. GASP at the high paced pulse racing action as the screen takes a mere half second to update! LISTEN to the impressive mono-aural phutting noise as you fire your



Welcome to Incentive Airways.

revolver at the offending symbols of Ankh.

This time we've come down to earth, and back in time for a clash between a mouldy

Egyptian God and a lone human being. Two hours from now there will be a total eclipse, triggering the curse of the sun God Ra. In a fit of

pique he's going to smite the moon and cause a shower of meteorites to pound the Earth, thus upsetting the ecological balance and plunging us into an age of darkness.

The game begins as you park your bi-plane outside the great pyramid. Armed only with a revolver and a bottle of suntan lotion you have to negotiate traps, tricks, mummies, swords and Cairo tummy. From here on in you're on your own. You have to suss out exactly what does what. For example right at the start there is an open door with a rectangle next to it (quite common in pyramids you know). Shoot the rectangle and the door closes, a novel idea but completely pointless, which is basically a rough guide to the gameplay. If you can't shoot it, collect it, if you can't collect it, shoot it. At the base of the play screen short messages flash up from time to time informing you on the state of play.

*Total Eclipse* is literally a huge game with a lot to do and keep you occupied. What really ruins it is the appalling speed, caused by the graphics and their angular positions being so complex. It demonstrates perfectly the way that the 64 can't really handle the manipulation of vector graphics — filled or otherwise.

All I can say is if you liked any of the other Freescape games (and there are some who do) you'll freak over this, otherwise I don't think many people will find a lasting appeal with this one.

**Mark Patterson**

**Incentive**  
**Price:**  
**£9.95/cass**  
**£12.95/disk**

**GRAPHICS** 56%  
**SOUND** 74%  
**PLAYABILITY** 41%  
**LASTABILITY** 48%

**52%**



# AMIGA

## Screen Scene

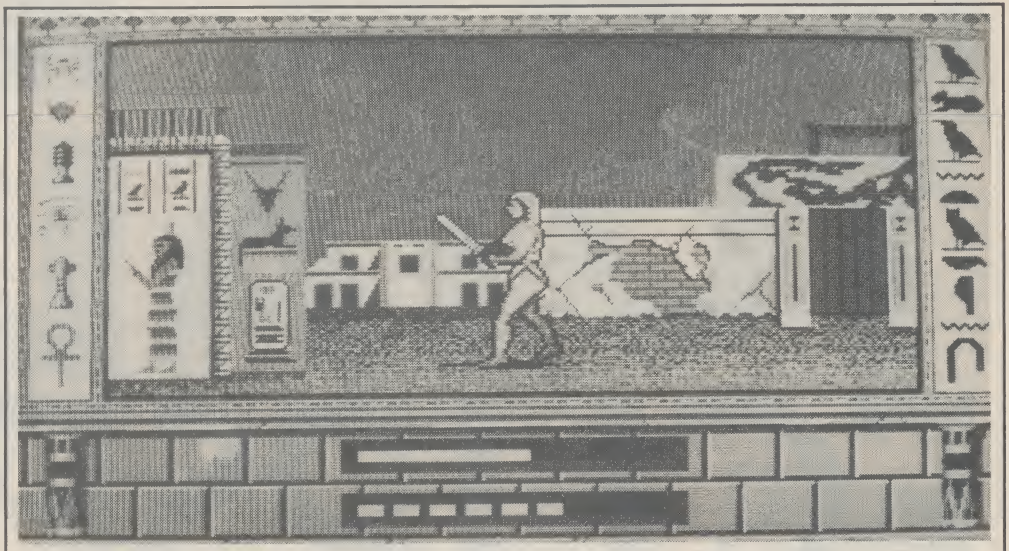


And now the East German attempts 24 metres . . .

**T**his is a budget game and budget games have a preordained right to have an element of tackiness, right? Wrong. Since the dawn of time it seems that only one out of every fifteen new budget titles were good, and it looks like staying that way on the Amiga.

I don't think I've seen more than ten titles that could be counted as cheap on any 16 bit machine, and the only one I really had any time for was *Sidewinder*, and as hard as it may be to say *Mafdet* is definitely not one of those elite bunch of hot cheapos.

Set in Egypt (is this déjà vu



# MAFDET

or have I written this before?) you play the part of the cat goddess Mafdet who is trying

to recover the Book of the Dead which has been stolen by the evil god Seth (what next, the Great Herman?) and unless it is recovered no Egyptian will be able to enter the afterlife.

Being a god Mafdet can transform into a cat as well as her normal human form (a woman the size of a Russian shotputter). In cat mode Mafdet can run, jump and pick up objects – not too much use against the minions of Seth, but at least they don't notice

you. As a woman you can swing a fairly brutal sword.

The general playing area is large, and I found myself noticing a new exit from the screens just as I thought I was stuck. Some exits are too low to allow the woman to pass through until you run into them with the cat. Other times a hole in the floor is the best way through.

The graphics are really large, though the anima-

tion and definition fail to make any lasting impact. As well as not being exactly too pretty to look at the main character is also impossible to control accurately.

*Mafdet* is depressing to play, it's not that cheap and it most definitely isn't cheerful.

Mark Patterson

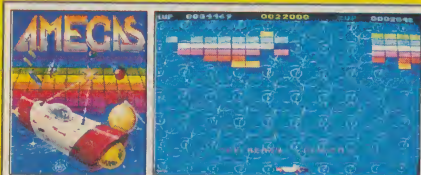
**Software Horizons**  
Price: £14.95

SOUND	42%
GRAPHICS	37%
LASTABILITY	28%
PLAYABILITY	31%

# 33%



# FREE! TENSTAR PACK WORTH OVER £229!



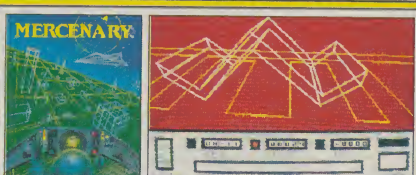
FREE! - AMEGAS - by Players



FREE! - INSANITY FIGHT - by Microdeal



FREE! - ART OF CHESS - by SPA



FREE! - MERCENARY COMP - by Novagen



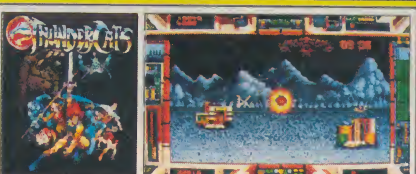
FREE! - BARBARIAN, ULT WARRIOR - by Palace



FREE! - TERRORPODS - by Psygnosis



FREE! - BUGGY BOY - by Elite



FREE! - THUNDERCATS - by Elite



FREE! - IKARI WARRIORS - by Elite



FREE! - WIZBALL - by Ocean

# Commodore AMIGA



ONLY  
**£3.34**  
PER WEEK  
RETURN COUPON  
FOR DETAILS

# £346.95

+VAT=  
**£399**

INCLUDES  
FREE UK  
DELIVERY

The Amiga 500 is one of a new breed of technologically advanced computers, which are now emerging as the new standard for home computing, based around the new Motorola 68000 chip. The A500 has 512K RAM and a 1Mbyte double sided disk drive built-in. It can be connected directly to a wide range of monitors, or to a domestic TV set through a TV modulator. Designed with the user in mind, the A500 features a user friendly WIMP environment and comes supplied with a free mouse. And, when you buy your Amiga from Silica Shop, the UK's No1 Amiga specialists, you will experience an after sales service that is second to none, including a technical support helpline and free newsletters and price lists. Return the coupon below for our current information pack, which will give details of the Silica service and the very latest Silica Amiga offers. E&OE.

## WHY SILICA SHOP?

Before you decide when to buy your new Commodore Amiga computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer as well as expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Amiga related products in the UK, a full time Amiga specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. Here are just some of the things we can offer you:

**THE FULL STOCK RANGE:** The largest range of Amiga related peripherals, accessories, books and software in the UK.

**AFTER SALES SUPPORT:** The staff at Silica Shop are dedicated to help you to get the best from your Amiga.

**FREE NEWSLETTERS:** Mailed direct to your home as soon as we print them, featuring offers and latest releases.

**FREE OVERNIGHT DELIVERY:** On all hardware orders shipped to Silica Shop customers within the UK mainland.

**PRICE MATCH PROMISE:** We will normally match our competitors offers on a 'same product same price' basis.

**FREE TECHNICAL HELPLINE:** Full time team of Amiga technical experts to help you with your technical queries.

But don't just take our word for it. Complete and return the coupon below for our latest Amiga literature and begin to experience the Silica Shop specialist Amiga service.

## PHOTON PAINT PACK

A500 Computer	£399.99
TV Modulator	£24.99
Photon Paint	£69.95
TenStar Pack	£229.50
<b>TOTAL RRP:</b>	<b>£724.43</b>
<b>LESS DISCOUNT:</b>	<b>£325.43</b>
<b>PACK PRICE INC VAT:</b>	<b>£399</b>

## 1084S MONITOR PACK

A500 Computer	£399.99
1084S Colour Monitor	£299.99
Photon Paint	£69.95
TenStar Pack	£229.50
<b>TOTAL RRP:</b>	<b>£999.43</b>
<b>LESS DISCOUNT:</b>	<b>£350.43</b>
<b>PACK PRICE INC VAT:</b>	<b>£649</b>

## FREE FROM SILICA

When you buy the Amiga 500 from Silica Shop, you will not only get a high power, value for money computer, we will also give you some spectacular free gifts. First of all, we are now including a TV modulator with every A500 stand alone keyboard, so you can plug your Amiga straight into your TV at home (the modulator is not included with the A500+A1084S pack as it is not required for use with monitors). Secondly, we have added a free copy of Photon Paint, an advanced graphics package with an RRP of £69.95. Last (and by no means least!), so that you can be up and running straight away, we are giving away the sensational TENSTAR GAMES PACK with every A500 purchased at Silica Shop. This pack features ten top Amiga titles which have a combined RRP of nearly £230! Return the coupon for details.

## FREE TENSTAR PACK

When you buy your Amiga 500 from Silica Shop, we want to make sure you get the best deal possible. That is why we are giving away the TENSTAR GAMES PACK worth nearly £230, absolutely FREE with every A500 purchased from us. The TenStar Games Pack includes ten titles for the A500, each individually packaged in its own casing with instructions.	
Amegas	£14.95
Art Of Chess	£24.95
Barbarian, Ult Warrior	£19.95
Buggy Boy	£24.95
Ikari Warriors	£24.95
Insanity Fight	£24.95
Mercenary Comp	£19.95
Terrorpods	£24.95
Thundercats	£24.95
Wizball	£24.95
<b>TOTAL RRP:</b>	<b>£229.50</b>
<b>INC VAT</b>	

## DO YOU OWN AN AMIGA?

If you already own an Amiga computer and would like to be registered on our mailing list as an Amiga user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist Amiga service that is second to none.

### SILICA SHOP:

**SIDCUP (& Mail Order)** 01-309 1111  
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX  
OPEN: MON-SAT 9am - 5.30pm LATE NIGHT: FRIDAY 9am - 7pm

**LONDON** 01-580 4000  
52 Tottenham Court Road, London, W1P 0BA  
OPEN: MON-SAT 9.30am - 6.00pm LATE NIGHT: NONE

**LONDON** 01-629 1234 ext 3914  
Selfridges (1st floor), Oxford Street, London, W1A 1AB  
OPEN: MON-SAT 9am - 6.00pm LATE NIGHT: THURSDAY 9am - 8pm

To: Silica Shop Ltd,  
**PLEASE SEND ME FREE LITERATURE ON THE AMIGA**

Mr/Mrs/Ms: ..... Initials: ..... Surname: .....

Address: .....

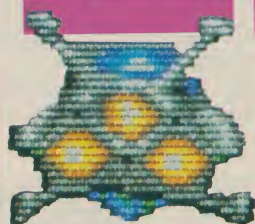
Postcode: .....  
Do you already own a computer  
If so, which one do you own? .....





Sunset over Mars.

# ELIMINATOR



Pick up the diamond for a weapon.

**T**he same warped mind that had you tearing your hair out over *Nebulus* has now decided to put your trigger-finger to the test. Programmed by Linel in

Switzerland, John Phillips' *Eliminator* puts you firmly in the driving seat (bucket, crushed velour) of the eponymous craft — a small, heavily armoured hover-vehicle which zooms at constant speed over alien pathways. Each route twists and winds its way through space, over planets and underground — many are set against some very colourful backdrops (lots of colours on-screen à la *Nebulus*.)

Speeding from one end of the track to the other would be far too easy, so some alien presence has decided to make life a bit more interesting. The route is punctuated by lamps and barriers which are very solid and must be

**Hewson**  
**Price: £19.99**





## Screen Scene



Avoid the indestructibles.

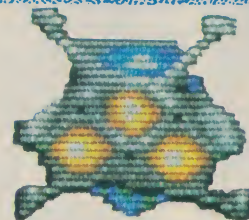
# ELIMINATOR



avoided lest you end up with a much shorter *Eliminator*. There are also flashing beacons which can be blasted out of the way (these too are pretty solid when in an unblasted state), and later on there are strips of liquid along the track into which the *Eliminator* slowly sinks.

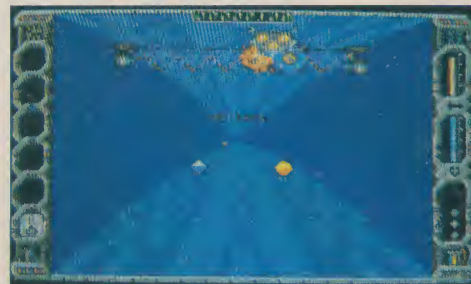
Later on, the courses become even more unfriendly: ramps frequently appear and either launch you over an impassable wall (missing the ramp is obviously a fatal mistake), or catapult the *Eliminator* onto the ceiling where the journey continues upside-down until another ramp appears, or you get creamed.

In order that you may defend yourself more effectively, the standard single-fire cannon can be supplemented by a variety of more powerful armaments, including dual-fire, side-fire, double-fire and triple-fire cannons, plus bouncing bombs.



the naff single-fire cannon; on the later levels, this doesn't offer much protection.

All in all, *Eliminator* is a pretty good game. The movement of the tracks is really smart: the hills, dips and curves are far smoother and more convincing than any of



small blue pyramids that are dotted along the route installs the next system, and once several systems are active, the required one can be selected by pushing up or pulling back on the joystick. Their use is normally dictated by the situation: side-firing cannons are pretty useless against a destructible wall directly in front of you.

As progress through the levels is made, codewords are given every other level so that the later courses can be attempted without having to plod through the all-too-familiar early ones — which is good, but it starts you off with

the road-racing games which have appeared of late, and the update of the sprites is also very smooth and realistic. The gameplay is simple, but don't let that put you off: there's plenty there to keep you occupied and the levels are well graded so that progress is steadily won. It'll keep you going for just one more go — for several more goes!

The 14 levels should take some beating, and although it might not keep you blasting for weeks on end, the immediate action on offer is entertaining and well worth a look.

**Steve Jarratt**

SOUND 57%  
GRAPHICS 91%  
LASTABILITY 72%  
PLAYABILITY 89%

# 84%



# THE No.1 Thunder Blade™

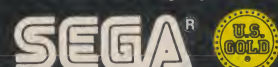


## THE PEPSI CHALLENGE GAME OF THE YEAR!

Hold on to your stomachs, unscrew your brains for the journey of a lifetime as you take the controls of the most advanced Helicopter armaments specialists could ever conceive—outmanoeuvre the fastest jet fighter, outgun the most dangerous gunship.

Traverse the war-torn skyline of skyscraper city as you sharpen your skills for the battle ahead. Plunge out to sea for an epic encounter with a huge, heavily armoured gunship. Race on to a shoot-out in the rocky canyon and dense forests, where your flying expertise is tested to the limits as you dive, hover and skilfully manoeuvre your way through this fortified maze.

Thrusting forward you gallantly roar ahead blazing enemy gunships, armoured tanks, jet fighters – avoiding heat seeking exocet missiles through the perilous oil installation to reach the final encounter – the awesome APACHE battle cruiser, the action never ceases. Never that is until you emerge victorious – Golden Gunner – master of the meanest fighting machine ever to hit the skies.



Screen shots from various formats.

CBM 64/128 £9.99t, £14.99d, SPECTRUM 48/128K £8.99t, +3 £12.99d, ATARIST £19.99d, AMSTRAD CPC £9.99t, £14.99d, AMIGA £24.99d, IBM PC & COMPATIBLES £24.99d

This game has been manufactured under license from Sega Enterprises Ltd., Japan, and THUNDERBLADE™ and SEGA® (or SEGA™) are trademarks of Sega Enterprises Ltd. U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388



Screen  
Scene

**R**eturn of the Jedi was the third of the Star Wars trilogy and is also the third in a successful series of Atari coin-ops. Once again it takes its action very much from the film.

It consists of three Zaxxon-like screens, each portraying a bit of the attack on the Death Star. The first has Leia riding a speeder bike through the forest of Endor, home of the cuddly Ewoks. Along the way she encounters lots of different obstacles. The most dangerous are the scouts. These also ride speeders, and attempt to get behind Leia and shoot her. Trees are also a hazard. Careful manoeuvring is needed to ensure you don't fly into one of these. Along the way, the Ewoks will try to help you by laying traps. These normally consist of two Ewoks holding a piece of rope. When two bikes fly through, they

spring the trap on the second bike, so you have to try and get there first. Once you've managed to get through that bit, it's down to Chewie.

As Chewbacca, you have to drive an AT-ST (All Terrain Scout Transport) to the shield control bunker on Endor. The cute but thick Ewoks, thinking

you are the enemy, roll logs down to stop you. Enemy AT STs, being marginally more intelligent, know you are an enemy, and fire at you. Make it to the bunker, and Han will jump out and blow the door, effectively destroying the shield around the semi-complete Death Star, allowing

Lando to get in there and blow the reactor.

Lando has to steer the Millennium Falcon through the maze of pipes and walls on his way to the reactor. Once he's there, he has to shoot it making the Death Star explode.

As conversions go, *Return Of The Jedi* is pretty close. The graphics and feel are reminiscent of the original, but it's still not much of a game.

The controls are pretty sloppy, and the firing rate is painfully slow. The main problem with the playability is that you can move too far forward and not far enough back. It's all too easy to hit a tree that hasn't appeared on screen yet.

The first two games fared averagely on the 64 because they were vector graphics only, and the 64 isn't very well equipped insofar as vectors are concerned. This one will fail because it isn't much fun.

**Tony Dillon**

# RETURN OF THE JEDI

A wooden release . . .



**Domark**  
**Price:**  
**£9.95 cass**  
**£12.95 disk**

**AMIGA**

The Amiga version is, not surprisingly, the best of the bunch featuring enhanced graphics, sound and gameplay. It features all the clarity of graphics of the coin op and carries lots of samples from the film, as did the first two. Battle along to a pretty groovy tune and Lando shouting 'Here goes nothing!' Nevertheless you might find this is for completists of the Atari trilogy only.

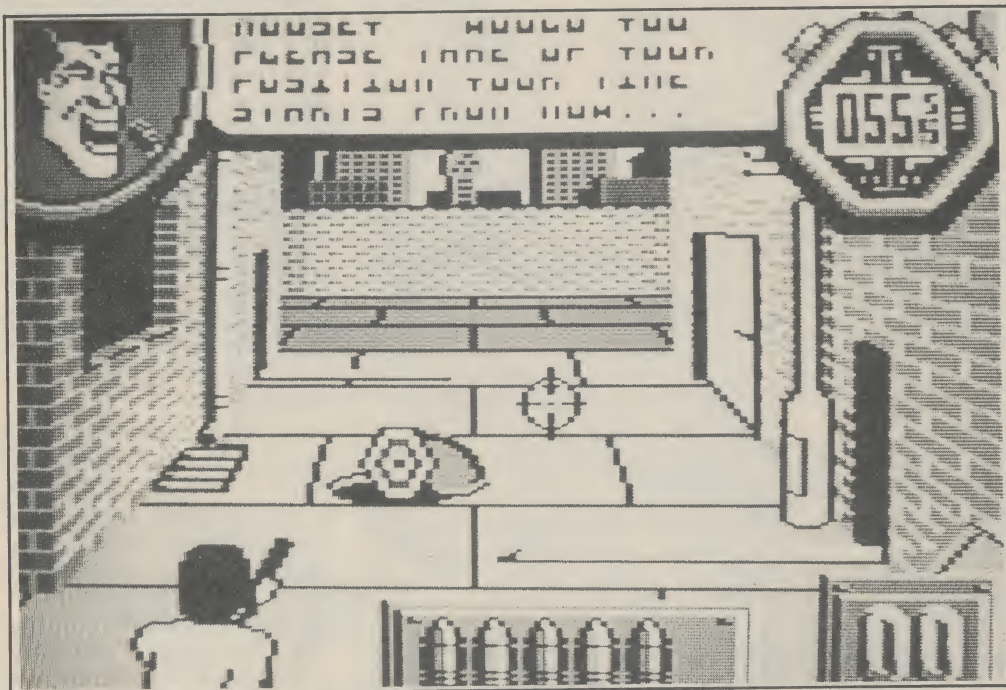
GRAPHICS:	81%
SOUND:	73%
PLAYABILITY:	74%
LASTABILITY:	68%
OVERALL:	78%

**SOUND** 43%  
**GRAPHICS** 75%  
**LASTABILITY** 37%  
**PLAYABILITY** 61%

**58%**



## Screen Scene

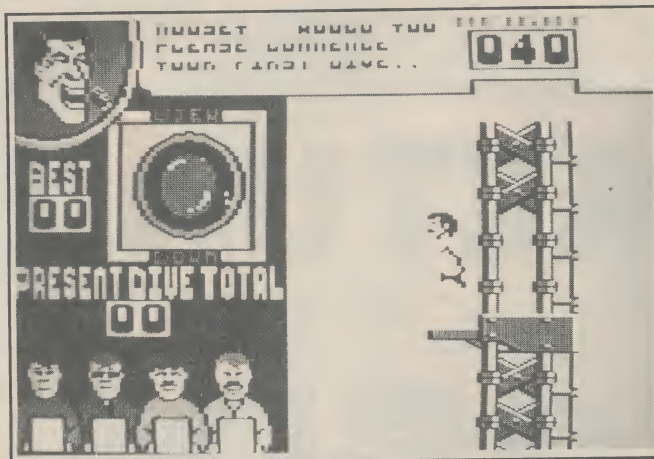


Blast the manhole.

## SUPERSPORTS

Anything subtitled the 'Olympic Challenge' which bursts on the scene a mere four months after the event deserves to be treated with derision if you ask me.

*Supersports* is a nothing new multiloop sports sim featuring target shooting, karate slate smashing, cross bow, diving and, would you



Take a dive.

believe it, an underwater assault course. Unless they've come up with some new events for the Pentathlon, quite what all this has to do with the Olympics beats me.

Despite all that the game is actually quite well presented. Each event is introduced by an NBC big mouth commentator who, as well as providing running commentary on the events prompts players to take their positions and so on.

First event is *crack shot*, a sort of shooting gallery really. What more can I say? Targets

pop up here and there, bottles and cans go flying across the screen and you have to blast as much as you can inside a minute. It would be hard to make this kind of thing completely dull, and the graphics are good, as are the sound effects.

*Dare devil dive* is a bit of a duffer. The higher you climb up the diving board ladder, the more difficult it is to keep on course for the tiny tub of water at the bottom. This is more like a circus act than an Olympic event. On the way down you

letting rip at the target taking gravity and wind into account. The anemometer at the bottom of the screen is a cute touch. You have just over a minute to let loose with half a dozen arrows which is tough going.

*Underwater assault course* is a bit of a joke. You must swim to the end of the course before running out of oxygen. You must also pick up a few gold medallions and swim through some tyres on the way whilst avoiding a poisonous jellyfish or two. It might sound exciting, but it's all a bit feeble really.

That goes for the whole thing really. If you really want a witty multi-game olympic sports sim there are better ones than this around — *Caveman ough-limpics* for one.

**Ken McMahon**

**Gremlin**

**Price:**

**£9.95 cass**

**£14.95 disk**

**SOUND** 55%  
**GRAPHICS** 68%  
**LASTABILITY** 32%  
**PLAYABILITY** 43%

**38%**



# SELL-OUT

62



## Screen Scene



On the defensive.

**S**oftware houses, what a responsible bunch. They'll go to any lengths to ensure that along with the zapping, blasting and absolute mayhem there's something educational tucked away in there. Activision's latest attempt to keep you abreast of the international political situation, vis a vis global thermonuclear destruction, is a long-awaited conversion of the Sega coin-op *SDI*.

For the benefit of those at the back of the class, *SDI*, or Strategic Defence Initiative, was and is Uncle Ron's contribution to world peace. The idea is to establish a protective 'umbrella' of killer satellites over America to zap incoming Russian missiles.

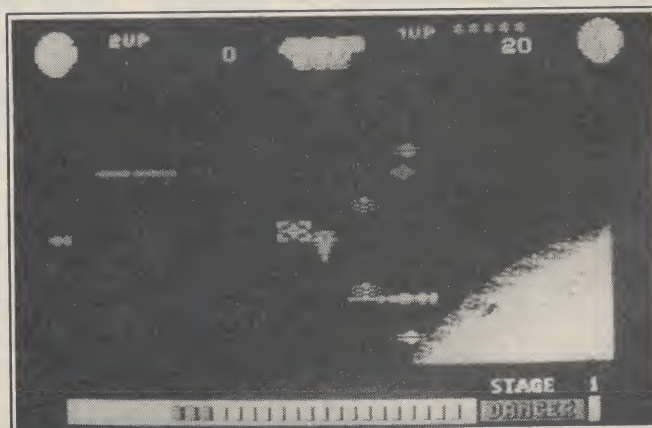
Anyway, stuff all that. The really important development was that some genius at Sega

## SDI

realised that this was a much better idea for a mindwarping arcade game than a US defence policy — and *SDI* was born.

As conversions go, this is a pretty close rendition. You control a killer satellite which can be moved about the screen to dodge enemy mis-

siles, satellites and fighters. Your satellite can fire lasers in any direction — determined by the position of a cross hair cursor. Using the joystick without the firebutton moves your satellite, press the fire button and not only do the lasers fire, but you can also move the crosshair sight.



Pretty damn offensive.

This double action joystick thing has a number of interesting options. If you have two joysticks you can use one to control the satellite and the other for the laser sight. Paupers with only one joystick can use the keyboard as a second. It all sounds a bit tricky to me, so a friend might come in handy.

There are two phases to the game: offensive and defensive. In the offensive phase you simply blast the hell out of all sorts of enemy missiles, satellites and other strange looking things — like a witch on a broomstick for instance. Some of the enemy satellites contain bonus pods. You shoot the satellite to reveal the pod, then dock with it for extra cursors.

If you manage to shoot everything out of the sky in the offensive phases you get a bonus for perfect scores, but if you let anything through you must play a defensive phase. This time the enemy satellites and missiles attempt to bombard the earth and you must shoot them down before they get a chance. Any that slip through explode and up goes the damage meter. In the early levels of the game it's virtually impossible for this to happen, but there are twelve levels so there must be scope for global destruction somewhere.

I can't say I'm absolutely wild about *SDI*. It's a good old blast, no question about that, and if you liked the coin-op you won't be disappointed, but I guess it is just a bit too crude for a sophisticate like me.

**Ken McMahon**

**SOUND** 68%  
**GRAPHICS** 68%  
**LASTABILITY** 60%  
**PLAYABILITY** 65%

**67%**

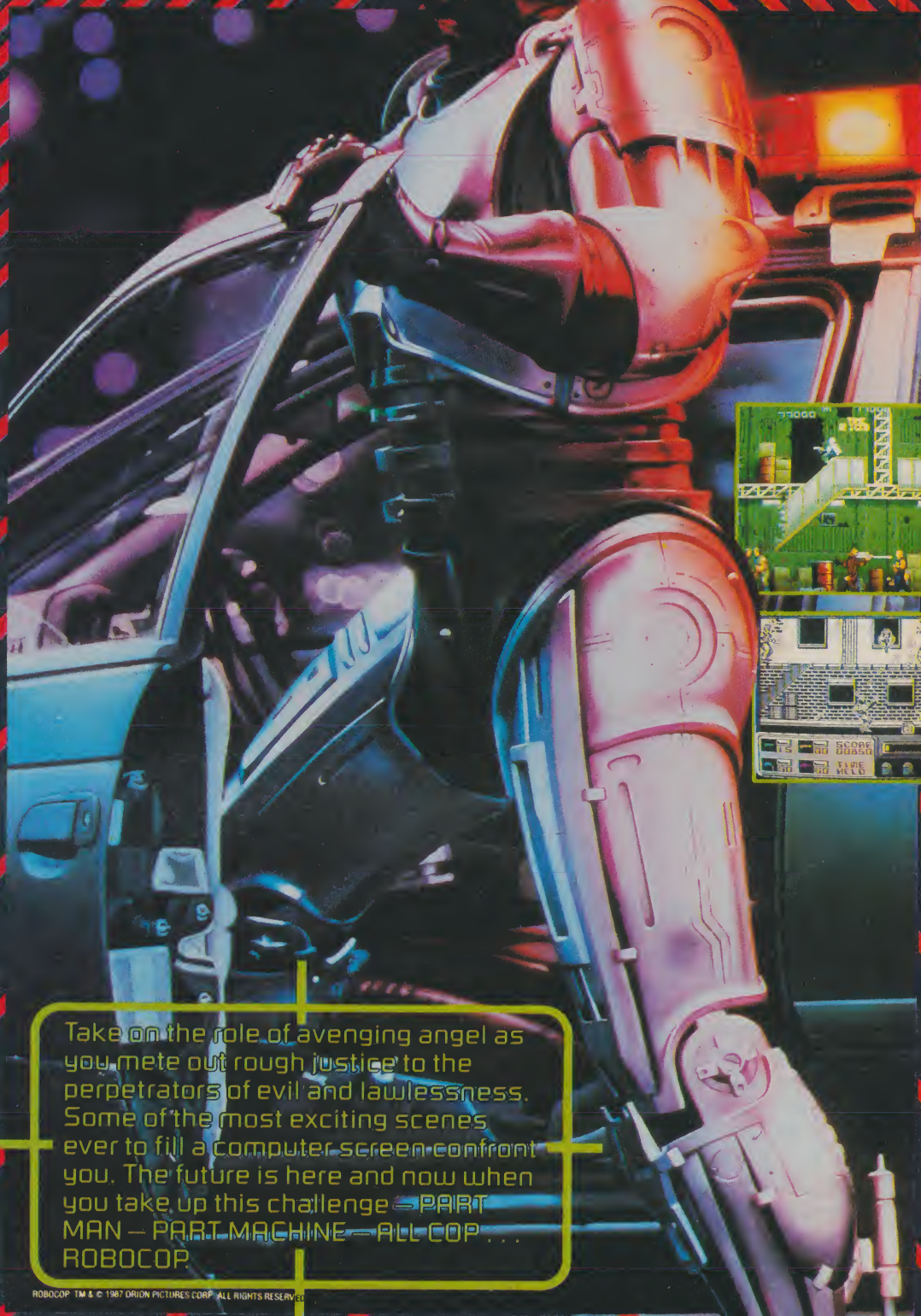
**Activision**  
**Price:**  
**£9.99 cass**  
**£14.99 disk**



THE MOST EXCITING  
FILM OF THE YEAR  
NOW FOR YOUR HOME MICRO.

SEE THE  
BLOCKBUSTING  
MOVIE ON VIDEO  
AVAILABLE NOVEMBER 11TH  
FROM VIRGIN VISION

ROBOCOP™



Take on the role of avenging angel as you mete out rough justice to the perpetrators of evil and lawlessness. Some of the most exciting scenes ever to fill a computer screen confront you. The future is here and now when you take up this challenge — PART MAN — PART MACHINE — ALL COP... ROBOCOP

ROBOCOP™ TM & © 1987 ORION PICTURES CORP. ALL RIGHTS RESERVED

Also available for **AMIGA £24.95** and **ATARI ST £19.95**

SPECTRUM  
**£8.95**  
COMMODORE  
**£9.95**  
AMSTRAD

**ocean**



# GET IT ON!



ALL NEW



T-SHIRT



Please send me \_\_\_\_ T-shirts at  
£5.95+50p p&p each.  
Size M/XL. Total amount enclosed £ \_\_\_\_  
Please make cheques payable to  
Commodore User and send to:  
Commodore User T-shirt offer,  
14 Holkham Road, Orton Southgate,  
Peterborough, PE2 0UF.

Name .....

Address .....

.....

.....  
Please allow 28 days for delivery.

**MODELLED BY THE MOST  
DYNAMIC TEAM IN THE  
BUSINESS**

Guaranteed to create jealousy in all  
your mates, this exclusively designed  
T-shirt is a **MUST** for all serious CU  
readers.

To get one before **THEY** get you just  
fill in the coupon and send it along with  
a cheque for £5.95+50p p&p.



# AMIGA Screen Scene



## THE

# DEEP

**I** hate to come across all worldly wise and much travelled, but I saw *The Deep* on my visits to Japan a year and a half back. Since then it's failed to materialise in Britain's arcades. That hasn't stopped US Gold from licensing it, and, I for one, am glad.

Back in the land of the rising sushi *The Deep* was a scrolling shoot 'em up of the old-fashioned depth-charge-the-subs kind. A destroyer cruises left to right across the screen destroying any underwater craft that float beneath it, until it confronts a mega boat of the end-of-level variety.

By sinking various underwater craft pods are released which float to the surface and can be collected. A helicopter appears and drops a yellow object that will give you extra firepower, and most importantly a mini craft which allows you to descend to the bottom of the screen and pick up a glowing pod. This triggers the scrolling and the screen begins to move, taking you onto another section. All the time though, you're beset by subs which release mines, leaping



*Ratings watch on as the huge sub begins to blow.*

manta rays, and rocket firing jellyfish.

Making your way across the screen brings you first to a confrontation with a large cruiser which will ram you if you don't sink it first, then to a huge underwater sub which fires humungous polaris mis-

siles from various silos dotted around its superstructure. Sinking this takes you onto a *Missile Command* type section in which you have to destroy torpedoes as they're launched at a cute little flotilla of ships. After that it's onto the next level.

*The Deep* is entertaining stuff. The action is a little slow at times because of the way they've interrupted the scrolling, but it's varied, and it does get quite hard on later levels. The graphics are extremely pretty, with well drawn, colourful seabeds and nicely animated marine life. Sound is limited to a few sonar pings but I guess a jolly tune might destroy the atmosphere.

A good game, and something a novelty.

**Mike Pattenden**

*Floating above the sunken city.*



**US Gold**  
**Price: £24.95**

**SOUND** 51%  
**GRAPHICS** 90%  
**LASTABILITY** 78%  
**PLAYABILITY** 83%

# 79%



Dear Sir,  
I think this advertisement  
breaks some rules

Advertisements are expected to conform to rules and standards laid down by the Advertising Standards Authority. Most do. The few that don't we'd like you to write in about.

And if you'd like a copy of these rules for press, poster and cinema advertisements, please send for our booklet. It's free.

**The Advertising Standards Authority.**

**We're here to put it right.** ✓

ASA Ltd., Dept. Y, Brook House, Torrington Place, London WC1E 7HN.

This space is donated in the interests of high standards of advertising.

**CUT THIS OUT AND GIVE IT TO YOUR NEWSAGENT**

**You've nobody to  
kick but yourself...**

...if you don't tell your local newsagent to reserve you a copy of the month's raddest read. So cut this out, hand it over and relaaaaax. . .

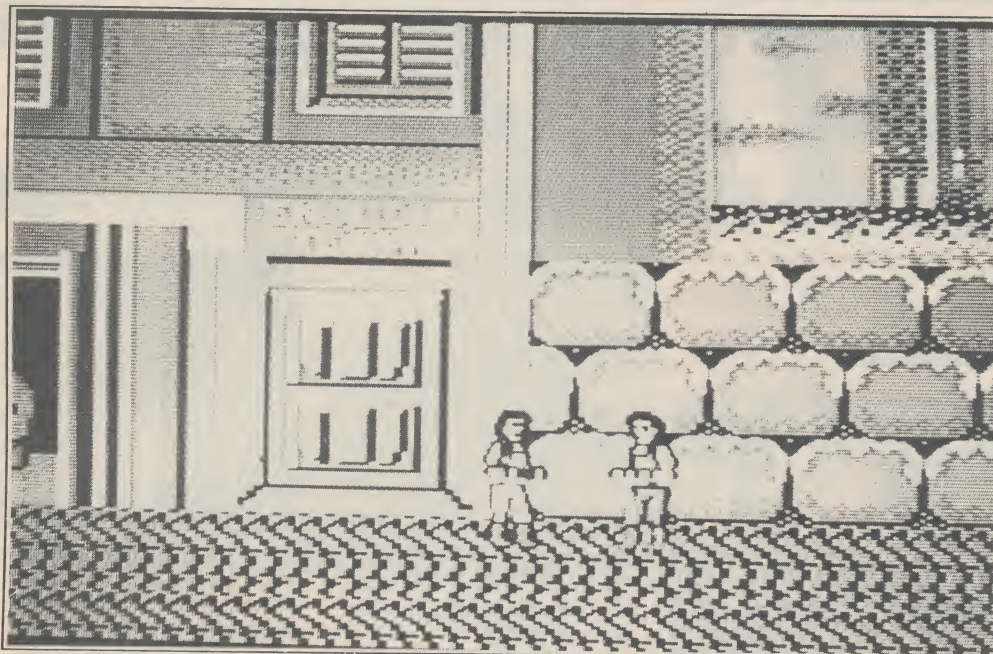
Please Mr Newsagent reserve me a copy of  
**Commodore User** every month

**Name** \_\_\_\_\_

**Address** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

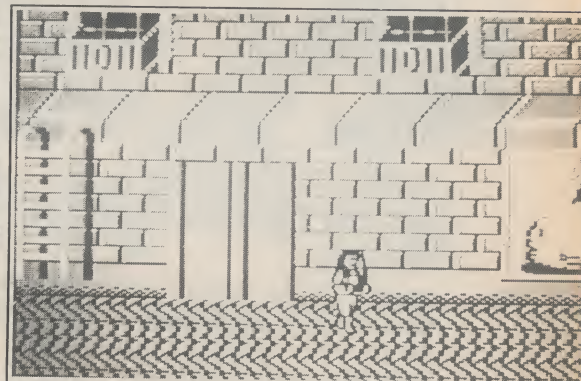




Screen  
Scene

*Cwipes, there's going to be a wumble!*

# DOUBLE DRAGON



I'll make no apologies about this. I'm going to take this review very personally. *Double Dragon* rates very high on my list of ways to spend 30 pence. It's right up there with Raisin and Biscuit Yorkies and a double pack of pocket size tissues. For this reason I'm very protective of the old beat 'em up,

Rightly so, Melbourne House have produced a version that howls for vengeance. Devotees will know that the coin-op plot has you, and a

mate if it's played in its best format, making your way through extremely dodgy territory in pursuit of a gang who have kidnapped your girlfriend. It's pure beat 'em up fare, and a classic at that.

The programmers converting DD have ignored the initial onscreen plot which is played out immediately the game begins as your woman is first grabbed, then transported off into the backstreets of Marseilles, where the game is set.

Instead you begin your quest, only to find out that the programmers have performed an evil deed on your fighter. Not only have they whipped his best girlie, but they've cut him in half too! It's true, no-one bothered to butt the two sprites up together. Still I mean it's only a minor detail if the main character looks like an extra from *Rent A Ghost*.

Still this can't possibly compare to the gameplay which is

very average. The instructions maintain that all the moves are there, but I've found it's only necessary to use the punch and kick (I'm never quite sure which one it's going to be) to knock the enemy down. The trouble is they get up again. In fact you have to thump them five or six times to knock them down, and repeat the process three times until they leave you alone. That's confusing exhaustive boredom with addictive toughness.

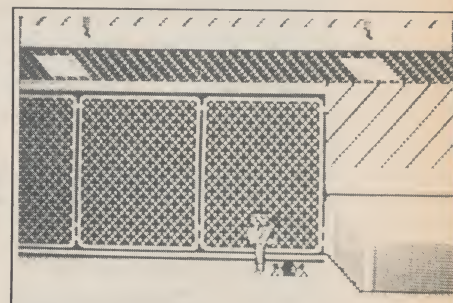
This might all put DD into the mediocre stakes where it not for the agonising multiloop on the thing. Fail on the first level and you have to reload most of it in again. Baaarrfff!

Justice is done.

Mike Pattenden

GRAPHICS	46%
SOUND	23%
PLAYABILITY	37%
LASTABILITY	39%

# 43%



## AMIGA

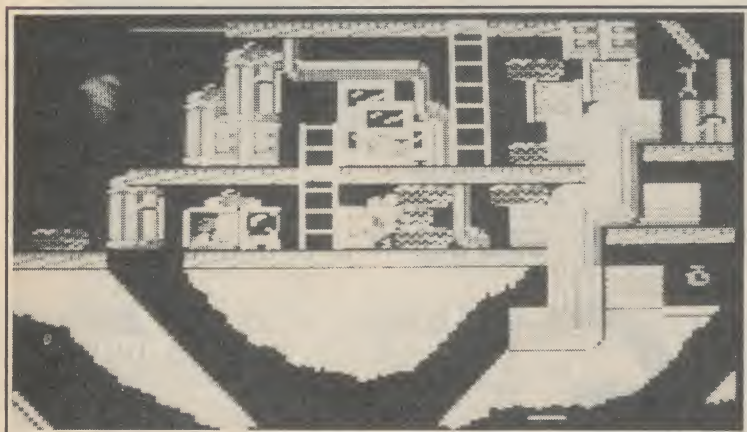
### AMIGA UPDATE

The ST version is already around and the Amiga should appear even as you read this. The graphics and gameplay are much improved. Sound too is much superior although it isn't sampled from the arcade machine. Review next issue.

**Melbourne  
House**  
**Price:**  
**£9.99 cass**  
**£14.99 disk**



# CHEAPO



## MASTER BLASTER

Zeppelin

Not CU's Blatin' Master, but a game which similarly claims to be pure fun. In fact it's pure *Asteroids*, which isn't such fun. The game's keyboard only too, giving it that really dated feel that'll have you thinking back less than nostalgically to the days when you were stupid enough to own a Speccy... (53%)

## PETER PACKRAT

Silverbird

It's back to platforms and ladders in this cheapo as you take control of Peter Packrat, a rodent who spends his time scavenging around the junkyard where he lives. Collect various items and take

Peter Packrat

them back to your den whilst avoiding the malicious intentions of the local doity rat, Riff, and his henchman. Shooting the nasties freezes them briefly, otherwise it's down to you.

PP has small, as you'd expect for rodents, but neat graphics, clever layouts and some jolly tunes playing throughout. Solid budget entertainment for old-fashioned gamers. (79%)

*Camelot Warriors.*



## CAMELOT WARRIORS

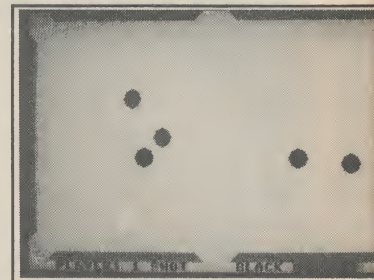
Mastertronic

You can trust Mastertronic to match the weaponry with the scenario. So just as you would expect, your Camelot Warrior is armed with a sword. With the sword he must wander 'these worlds' in search of four elements: the Elixir of Life, The Mirror Of Wisdom, The Voice from another World and The Unburning Fire.

Your Camelot Warrior isn't the most agile of knights. He can walk at a fair pace, leap over small plants and swing his sword. Problem is he can only swing the sword at one height — shoulder height, and a lot of the nasty stuff, that comes at you, like the walking peas, is at ankle height. Only one thing for it — jump over 'em.

There are several scenarios to this maze-like horizontal scroller. The Woods, the Lake, The Caverns and the Castle of Camelot — wherein lie the aforementioned elements. Once you've got 'em you must take them to the guardian of each world so that they can be destroyed.

A lot of destruction for such



a cheap game, very pretty graphics though and more than a couple of quids' worth of puzzlement. (73%)

## HUSTLER

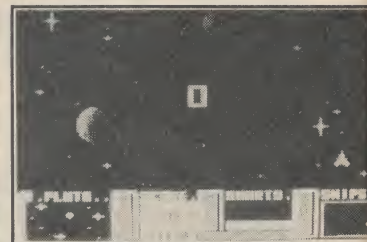
MIL

This is another of MILs Bogies Pick har har range. Snot funny as far as I'm concerned. Mind you, this re-run of Bubble Bus's ancient *Hustler* is a bit of a joke. It was written in the days when it was considered 'state of the art' to draw a circle (like a ball) on the 64's screen.

Don't confuse *Hustler* with American 8-Ball pool, this is five ball pool.

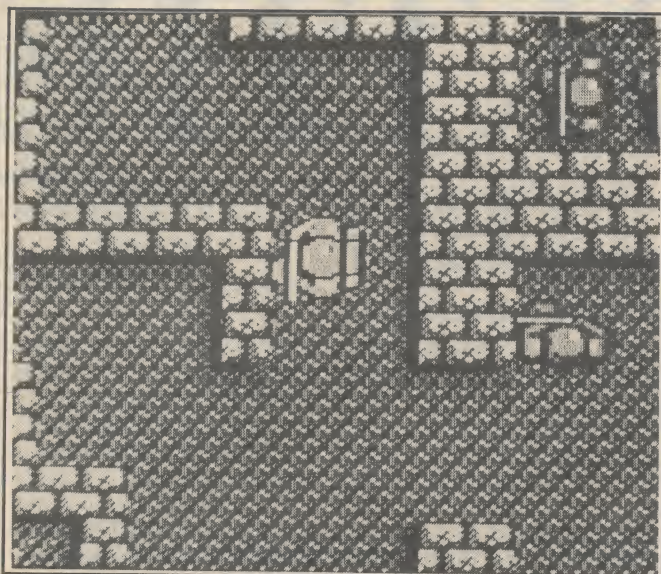
There are several options for different one and two player games — all with five balls. You position a cursor where you want the cue ball to go and press fire when the power meter reaches the required wallop. Then the cueball heads for the target ball with not very much realism. Cheap — even for a cheapo. (42%)

*Master Blaster*



# ROUND -





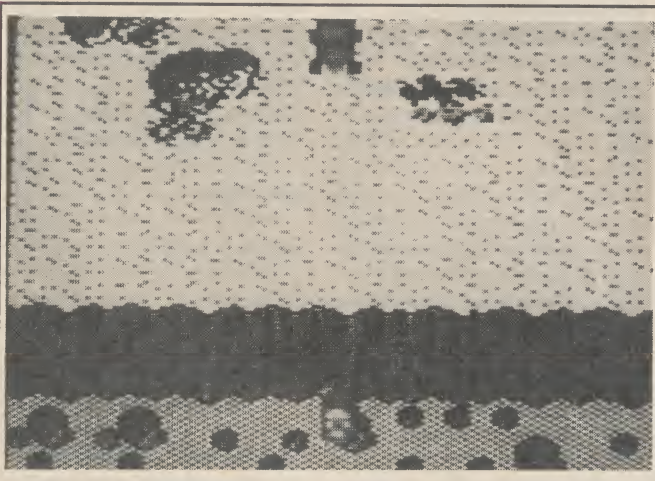
Into The Eagle's Nest

## INTO THE EAGLE' NEST

About 18 months old this one, but it's still a laff as you infiltrate a Nazi infested castle Alistair Maclean-style, in search of three captured saboteurs.

It's standard arcade adventure fare, but enlivened by well drawn graphics. Viewed from above the soldiers look fat and jolly, but the opposition's tough, tough enough to turn this into a testing challenge if you haven't seen it before. Good value for money. (69%)

*Stuntman.*



## STUNTMAN

Codemasters

Codemasters (aka David and Richard Darling) started writing their first games when they were still in the womb, and it shows.

*Super Stunt Man* is a cracking idea for a game I don't know why someone else didn't think of it and charge £14.99 (*don't suggest it - Ed*). You're this Burt Reynolds type who goes in for hurting his back a lot. There are seven different ways of becoming a hero and getting badly hurt in the process including: Deadly Car Chase, Power Boat racing,

## BUBBLE BOBBLE LEADERBOARD

Silverbird

Firebird's classic conversion comes to the world of the two sovs. What's to say? Take control of a cute brontasaurus and hop around the 99 odd levels munching on bananas, strawberries and cherries left behind by fruit-topping the nasties which float around and make life difficult for you. Set off bolts of lightning and rivers of water to flood them out.

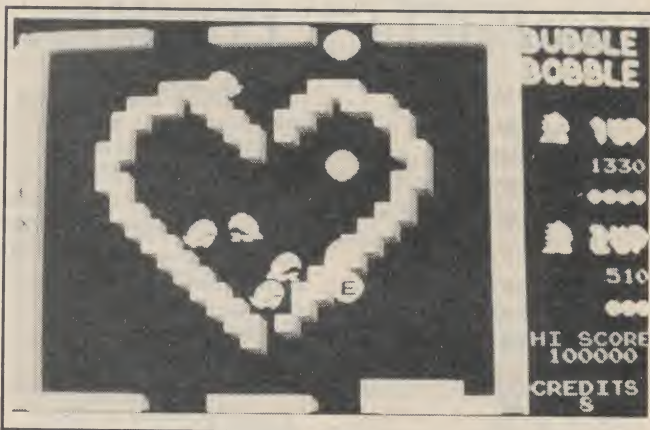
Great fun still — they don't make 'em like this anymore! Re-release of the month. (94%)

*Bubble Bobble.*

Kixx

Having spawned faster than a rabbit and swamped the world with its prodigies, *Leaderboard* now begins its assault on the budget market.

Nevertheless its success can't be put down simply to marketing overkill. It was the best selling title of 1986 because it is one of the best sports simulations to appear on the 64. That said you'd be advised to wait for what is undoubtedly the eventual appearance of one of the more enhanced versions to appear with trees and water hazards etc.(85%)



## GHOST HUNTERS

Code Masters

*Ghost Busters*, er sorry, *Hunters* is no cheapo rip-off from a two year old big screen hit. No sir. A platform game in the classic mould, you must rid Nightmare Mansions, home of Professor Twilight, of all kinds of evil spooks and ghoulie things.

Nightmare Mansions has lots of lifts which you can set in operation by picking up flashing objects like chalices for example. The more evil spirits there are hanging around the higher the dial on the terrormeter goes and the greater the likelihood of you being zapped. As a consequence of being zapped your machometer hits low and then you die. Get them before they get you.

This is not bad at all, though the idea of a ramboesque figure zapping spooks with a big gun is a little odd. Shouldn't there be some magic and spells and stuff involved? Perhaps that's why it's so cheapo. (64%)

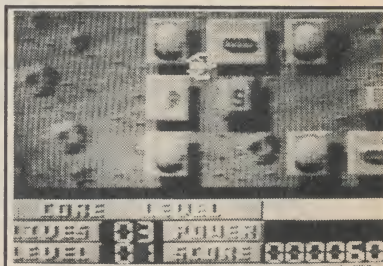
## TERRA FIGHTER

Zeppelin

No messing around here. Your planet has been attacked and everyone else has failed so it's left to you to do the job. It's always left to you isn't it?

Stage 1 is very *Uridium* (yawn) as you close down six barges, protected by fighters. Stage 2 is a head-to-head with more fighters, and there's six motherships waiting in the third and final stage. Nothing new here, but it's competent budget blasting for shoot 'em up fiends who need a regular infusion of something new each month. All the sixes, the year we won the cup... (66%)

*Terra Fighter.*



# UP

Jump the Grand Canyon, New York Street Gang Fight.

Each of these is a vertical scroller with obstacles. Oddly enough, you get points for bashing into things — the great action bonus — the downside is that you lose lives. Well worth a couple of quid. (78%)



# INTO THE

This week our resident action man adventurer Keith Campbell asks whither the 64 adventure, tips the likes of *Shadowgate*, *Bard's Tale II* and *Dracula*, and generally goes over the top. Now read on . . .

## ADVENTURE CLUES

With thanks this month to Ray Smith, Milton Keynes, who solves the 'raft' problem in *Leather Goddesses*, and Reuben Wilkinson, Little Hadham, Herts.

## CAMPBELL'S COMMENT

Where have all the adventures gone? After a brace from Level 9 in quick succession, and an earlier flurry from Magnetic Scrolls, suddenly nothing much seems to be happening. Notably lagging with new releases is Infocom, who, despite their own predictions of at least equalling their 1987 output of eight adventures, have, at the time of writing, produced only three.

And what of the smaller adventures, on tape, that attract so many 64 non-disk owners? CRL have had their troubles this year, and whilst things are looking up for 1989, St. Brides and Rod Pike, whose games they publish, have not been seen since *Jack The Ripper* and *Wolfman* respectively. Delta 4's

promised horror-spoof has not yet emerged, and the only bright light on the cassette scene this year has been Smart Egg, with Mastertronic budget game *Quest For The Golden Eggcup* following on from the enormously popular and still current *Rigel's Revenge*.

There is plenty in the pipeline, though. A whole list of graphic adventures is scheduled from Sierra, in their *Quest* series. Infocom promise three titles within the next six months, and there are more games on the way from Abstract Concepts and Level 9. Magnetic Scrolls' next release date is uncertain, and unlikely to be before April.

So why the gap? The promised titles will all be

developed as 16 bit adventures and 16 bit adventure systems are far more complex. They offer far more scope for innovation and improvements in software design, complexity and sophistication — but the games take longer to write. Thus they cost more, typically three times as much as cassette adventures for the 64.

Furthermore, not all of the games mentioned will convert to 8-bit format at all, let alone to cassette. Of those producers who, to their credit, do continue to support 64 owners, only a few support tape. In the longer term, this may not be to their advantage, for it means that their 16-bit originals will have been designed with 8-bit 'in-memory' modules in mind, thereby not using fully the advantages offered by 16-bit technology.

So is there a future for C-64 adventures? Sadly, perhaps there is only a glorious past, as this letter from regular Valley reader Gareth Williams from Swansea suggests:

"I feel the days I had enjoying Scott Adams or Level 9 cannot be repeated. The 8-bit adventure is dead. The whole 8-bit adventure scene has been pushed as far as it can go, with it seeing the advent of graphics, advancing parsers, and games with thousands of locations. The 16-bit scene shows a lot of promise, partially fulfilled by advancements by Level 9, Infocom, and most notably Magnetic Scrolls. The 16-bit market is the place to be."

**LEATHER GODDESSES:**  
A raft will be found in the Burial Chamber in the catacombs.

**MASTERS OF THE UNIVERSE:**  
After killing Mantanna, examine the stalactite!

**BARD'S TALE II:**  
The entrance to the Grey Crypt is 32N-8E. Password: Grey Crypt.

**DRACULA:**  
Tie cord to window in room above Dracula's, and wait until you see him leave. Then climb down cord and enter through his window. Lift carpet and go down through trapdoor. Open one of the boxes, put cross in it, and go south to start Part 3.

**EUREKA:**  
How to get past the guards: — in Wartime Germany:

At bottom of stairs — give chocolate.

At gate — Make and wear a German uniform.

Outside Gestapo HQ — Give schnapps.

At guard post — show fake ID (make one).

— in Caribbean:

At east end of corridor — wear cap and shirt and hit guard when he thinks he recognises you and says 'Hi Charlie'.

In bedroom — hit him.

**KNIGHT ORC:**  
Push the button with the broadsword.

**RIGEL'S REVENGE:**  
Route through minefield: E, SE, S, SE, E.

## Adventure News

★ The Adventurer's Club Ltd., has announced that this year, its annual Golden Chalice Awards will be presented at an evening reception to be held in London on Saturday 25th February.

The Chalice Awards, voted for exclusively by club members, are claimed to represent the best informed opinions of experienced adventure players.

★ Rod Pike, author of CRL's best selling horror adventures *Dracula*, *Frankenstein*, and *Wolfman*, is planning a new nasty based on football. Provisionally

entitled *Satan's League*, its main character will be a football professional whose ambitions have been thwarted.

Making a pact with the devil, he rapidly rises to the top of the football scene, but trouble arises when the Devil comes to collect his dues, and our hero wants out of the deal. (*Does he play for Wimbledon? Ed.*)

★ Abstract Concept's forthcoming adventure, *Parisian Nights*, is due for release by Mediagenic/Activision in mid January.





# VALLEY

## SHADOWGATE

If you have a RAM expansion for your Amiga 500, then here's a tip from Reuben Wilkinson of Little Hadham, Herts, that will load all of *Shadowgate* (and presumably *Uninvited*) at one go, and save you having to wait for the picture to load every time you change location.

- 1: Put the Workbench in the drive, and when the screen goes blue hold down CTRL and press D to enter CLI.
- 2: Copy the file called ram-handler from the Workbench L directory to the L directory on the *Shadowgate* disk. (Be careful not to erase anything from the *Shadowgate* disk!) If at any time you get a message saying that *Shadowgate* is full, delete everything in the save drawer except info.
- 3: Type: **ed shadowgate:s startup-sequence**
- 4: Move the cursor to the end of the top line and press RETURN. You should now have a blank line. In this line type: **copy shadowgate:graphics.s TO ram:** Press RETURN to make another blank line, and in this type: **copy shadowgate:sounds.s TO ram:**
- 5: Press ESCAPE and type SA. Press ESCAPE again and type Q.
- 6: Type: **ed shadowgate:resources** Move the cursor to the beginning of the line reading: **shadowgate:graphics.s** and change it to read: **RAM:sounds.s**
- 7: Repeat operation 5.
- 8: Reset the computer and load *Shadowgate* in the normal way. All the location graphics and sounds will now be in memory, and won't have to load from disk while you play.

# VALLEY RESCUE

Buying an adventure can be quite a hazardous affair, since if you get the difficulty level wrong for your own problem solving ability, you can become hopelessly stuck. This is why magazine Helplines such as Valley Rescue are so popular with readers.

But there is another line of defence — the publisher. Most publishers support their customers, and will either offer help for a specific problem by mail or phone, or will send a hint sheet on request, with proof of purchase. Level 9 have got this down to a fine art, producing a comprehensive hint sheet for all of their adventures. Look up the name of the object or location that is giving you trouble, and you're referred to two numbered clues — one telling you how to reach it, and the other on what to do with it when you get there.

That's the theory, anyway! So it was with confidence that I set about answering a plea from Ace Melief of Rotterdam, who wanted to know where to find the black ball in Level 9's *Red Moon*. Looking up BLACK BALL pointed me off to clue no 199. Therein lay the snag — clue 199 is completely missing from the list! So who can help update the hint sheet, and put Ace out of his misery?

"Well, you've done it again, you brainy little thing. I can't thank you enough for the solution on getting the bomb from inside the tank, in *Rigel's Revenge*," writes David Jenkins of Hatfield. Hmm, I see, getting a bit familiar, are we? Remind me to introduce you to Alen Williams, of Thans Yeneats fame, David! Anyway, let's read on: "The only problem is, that what I really wanted to know was what I should do in the minefield in no-man's land!"

And so you shall David, so you shall! Walk straight ahead, stamping the ground hard with each step!

"In Bard's Tale III," writes Stephen Glass from Yagoona in New south Wales, "there is a riddle which I cannot work out. Could you help, please?" The riddle in question reads as follows:

*'I have no lips yet my kiss is deadly.*

*I am not a razor, but those I caress need never shave .*

*again.*  
*Your best friend, I will kill you.'*

I can't guess — can you?

Rarely featuring among the pleas for help, *Wishbringer* is an adventure that I really enjoyed, and actually completed. But being so absorbed with it at the time, I failed to write anything down. That was long ago, and now, with Mattias Karlsson writing from Sweden to ask how to get the coin from the fountain, and how to get past the big dog by the tower of the evil one, I have been caught napping! I solved both problems but have now forgotten how. Refresh my memory, someone, please!

Sweet fruit and a firedrake feature in the final brace of problems this month! Arve Beckstrom from Norway keeps stuffing his face with fruit, whilst playing *Frankenstein*, but always dies five moves after doing so! Is there an antidote? And is there a way past the firedrake in *Shadowgate*, asks Reuben Wilkinson?





# INTO THE VALLEY



Piggin' red tape.

## Dream Zone

**Leisuresoft/  
Baudville  
Amiga: £24.99**

There are monsters in your dreams, and each night you awake in a sweat, unable to recall what had terrorised you. Your brother complains your screams are ruining his sleep. So you seek the help of a psychiatrist, who gives you a glass of something to drink, and tells you to go home and sleep it off.

The game starts in your bedroom, and at first sight the graphics disappoint. The picture you see is a drab

black and white digitised photo, enlivened only by a poster of a scantily clad female adorning the wall. Your house, as you wander around it, is equally drab.

You eventually decide to follow the advice you were given, and sleep. Suddenly, your bedroom is transformed, the misty grey pictures crystallising with colour, and now, the way out leads not to the landing, but to a weaving blue pathway suspended in space...

Entering the gate at the far end of the path, takes you into the square of a strange and fantastic city. Fancying a drink, you try to pop into the



Dirty little tyke!

Rigor Mortis Bar ("Come inside and get stiff!" is its slogan) but before you can embark on this part of your dream, you must have an ID card. A foxy-looking tout has a jacket lined with ID cards, and here's where all the bureaucracy you encountered if you played Infocom's *Stationfall* will stand you in good stead — he needs a form 69C-12B before he will sell you one!

Over the road, then, to the Department Of Information building, to get hold of the appropriate form. But don't think it will be that easy! "Ask officer S3R-D in room N4R-E," suggests the clerk on the reception desk, starting you off on a merry chase through the building, being referred from one officer to another.

So the dream continues, taking you to an oriental palace, a castle in the clouds, and an amusement park, among other places. But should you decide you've had enough, and you want to go back to bed, you'll find a huge, ugly monster blocking the pathway to your door.

*Dream Zone* is an icon driven adventure, with direc-

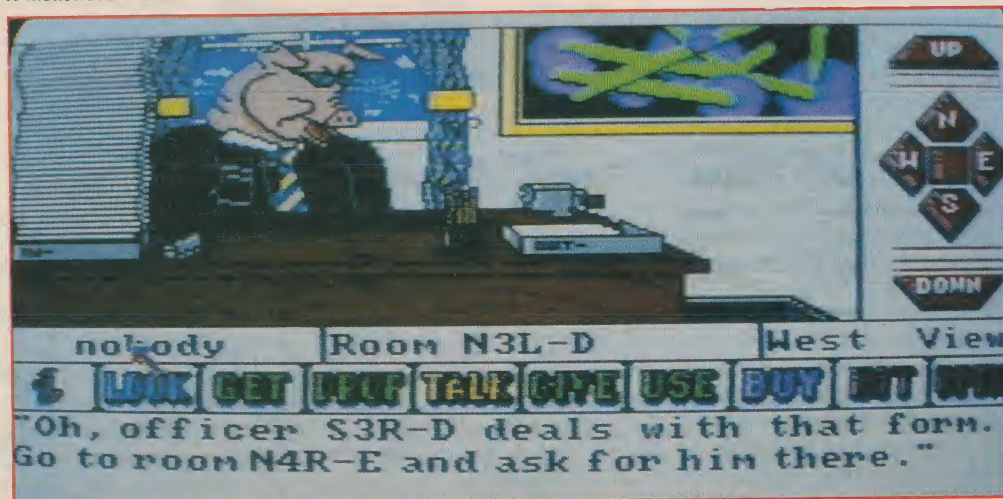
tion icons to the right of the picture, and command verbs in a bar directly under the picture. Clicking on a direction will move you, whilst clicking on a verb followed by a moveable object or part of the picture area, will build a text command in the input area, which will be executed with a click on the text message area directly above it. Commands can also be typed in via the keyboard.

The menu bar at the top offers pull down menus for facilities to save and load game positions, turn sound on and off (there is suitably moody music throughout the game), quit, new game, and text coloration.

Certainly at the beginning of the game the problems are not particularly obvious. You can get to sleep easily enough, only to discover shortly afterwards that there must be essential objects that you have left behind in the house. Before long I realised that I had to go to the bathroom, but I couldn't find it anywhere! It turned out that it was not off the landing, where I had spent half an hour searching for it, but was en-suite to my bedroom. Here, then, is my biggest, and possibly only criticism of the game — no exits are listed on the screen, and even the hint-map that comes in the package didn't show it!

However, once you get used to the command system, and familiar with the way the game plays, it's brilliant!

A monstrous dream.



<b>GRAPHICS</b>	<b>9</b>
<b>PUZZLEABILITY</b>	<b>8</b>
<b>PLAYABILITY</b>	<b>7</b>
<b>OVERALL</b>	<b>9</b>



Britain's best selling computer magazine JAN 89 £1.20

\$57.20 Dm6.50 350pta HFL 6.75

# COMPUTER

+video

# GAMES

## THUNDERBLADE THE WHOPPER CHOPPER

OUT  
NOW

WIN A THUNDERBLADE COIN-OP  
THE 16-BIT SEGA UNVEILED

LAND OF THE RISING CONSOLE  
C+VG REPORTS FROM JAPAN ON  
THE NINTENDO AND PC ENGINE

REVIEWED: RAMBO III, GUERRILLA WAR,  
FALCON ST, NEUROMANCER, EXPLODING FIST +

## FREE! TWO BRILLIANT POSTERS

## ROBOCOP C+VG GAME OF THE MONTH







# Castle Computers

DEPT C.U.1  
CASTLE HOUSE  
11 NEWCASTLE STREET  
BURSLEM  
STOKE-ON-TRENT  
TEL: 0782 575043  
(10 LINES)

## CASTLE COMPUTERS — OFTEN IMITATED — NEVER BEATEN — PHONE US FOR SPECIAL OFFERS

### C64 CLEARANCE CASSETTES

Arconoid II	4.99
Summer Olympiad	3.95
Fire Fly	3.00
Donkey Kong	2.99
Starglider	3.99
Gothik	2.99
Sentinel	2.99
Flying Shark	2.99
Magnetron	2.99
Legions of death	2.99
Street fighter	7.25
1943	7.25
Barbarian (Psynosis)	6.50
Barbarian II	6.50
Frightmare	3.95
Battle for Normandy	2.99
Bards Tale	6.99
Enduro Racer	2.99
Bull dog	50p
Bankok Nights	3.95
Legend of Amazon Women	50p
The Big Sneeze	1.99
B24 Bomber	3.99
Airborne Ranger	9.95
Bomb Jack II	2.99
BC's Quest for Tyes	1.00
Challenge of Gobots	1.50
Black Lamp	2.99
Cleaver + Smart	1.00
Stealth Fighter	9.95
Super Sprint	1.99
Rampage	1.99
Ramparts	1.00
Rebounder	2.00
Room 10	50p
Rescue on Fractulus	75p
Rebel	1.99
Robin of the Wood	1.50
Racing destruction Set	1.99
Rockfords Riot/Boulderdash	1.00
Emlyn Hughes Soccer	6.99

### C64 CLEARANCE

Centurions	1.99
Robocop	6.99
Dantes Inferno	1.00
Discovery	1.00
Dragons Lair	1.99
Eagles	1.00
Explorer	1.00
Aye	1.99
Druid II	1.99
Desolator	6.50
Evening Star	6.50
Empire Strikes Back	6.50
Super Dragon Slayer	6.50
Falcon Patrol	50p
Leader Board	2.99
The Fury	6.99
Fernandez Mustdie	6.99
The Fifth Quadrant	1.00
Football Manager II	6.50
Glider rider	1.75
Greyfell	1.00
Gridiron	2.00
Grand Prix Sum	1.75
G. Lineker Super Skills	7.25
Gutz	4.99
The Games Winter edition	10.50
Galactic Games	1.99
High Noon	2.50
Hunchback II	2.50
Street Hassle	1.99
Tracker	2.99
Tetris	2.99
Trantor	2.99
Northstar	2.99
Thunder Cross	1.00
Thing Bounces Back	1.99
Target Renegade	6.00
Typhoon	6.20
Johnny Reb II	2.99

### C64 CLEARANCE

How to be a complete Bastard	1.99
IK+	2.99
Wonderboy	4.95
I.O	6.50
Intensity	6.95
Implosion	1.99
Ikari Warriors	6.50
Johnny Reb II	2.99
Joe Blade II	1.75
Starglider	3.99
Leader Board Executive	2.99
Legend of Sinbad	1.99
Life Force	1.00
Last Ninja II	8.50
Marauder	6.99
Mach	1.99
Mermaid Madness	50p
Mercenary Compendium	6.99
Deceptors	1.99
Ninja Scooter Sim	1.75
Nosferata	£1.75
19 Boot Camp	6.50
Netherworld	6.99
Okinawa	3.99
Pro Ski Sim	1.70
President	1.00
Psycho Soldier	2.56
Up and Downer	1.99
Sub Battle Sim	6.99
Vengeance	1.50
Venom Strikes Back	6.50
Winter Games	1.99
Western Games	1.99
Werner	99p
Xor	1.99
Yes Primeminister	1.99
Corporation	1.99
Lazar Tag	2.99
Mask II	1.99
Masters of the Universe	1.99

### C64 CLEARANCE

Pro Skateboard Sim	1.75
Pandora	2.99
Prodigy	50p
Terrapods	6.50
Pink Panther	6.99
Platoon	6.50
PHM Pegasus	6.99
Chuck Yega's AFT	7.25
Ferari Formula 1	6.99
Cave Man Ugh Olympics	6.99
Chain Saw Warrior	6.99
Skate or Die	6.99
Mach	6.99
Game over two	6.99
Test Drive	6.99
Apollo 18	6.99
The Train	6.99
Rack 'Em	6.99
Fast Brake	6.99
Steel Thunder	6.99
Nigel Mansell's Grand Prix	6.99
Iron Lord	6.99
Skate Ball	6.99
Puffys Saga	6.99
Mindfighter	4.95
Indoor Sports	1.99
Star Fox	1.00
Summer Olympiad	3.95
Quartet	1.99
Oink	2.99
Mario Brothers	2.99
Tracksuit Manager	6.50
Fifth Quadrant	2.99
Mean City	1.99
Max Torque	1.50
Mega Apocalypse	1.50
Mystery of the Nile	1.99
Mandroid	1.50
Scoby doo	2.50
Nodes & Yesod	1.50

### C64 CLEARANCE

Hawkeye	6.50
X15 Alpha Mission	1.50
Yogi Bear	1.50
Zig Zag	1.99
Sidewalk	2.50
Football Manager II	4.95
Karnov	2.99
Warrior II	1.00
IK+	2.99
PSi Warrior	50p
Enigma Force	50p
Lords of Midnight	1.25
Battle Stations	3.95
Dark Castle	6.50
Battle Island	6.50
Defender of the Crown	3.95
Andy Capp	2.99
Bedlam	2.99
Tobrook	4.95
Bismark	4.95
Sorcerer lord	6.95
Pegasus Bridge	5.95
Black lamp	2.99
Annals of Rome	7.95
Battle of Britain	3.95
Battle of Midway	3.95
Power Struggle	3.95
Frankenstein	2.99
Sea Speller	3.95
Guadal Canal	2.99
R-Type	2.50
Risk	9.95
On the Tiles	1.99
Octopolis	1.99
Out of this world	1.00
Polar Pierre	1.99
PS15 Trading Company	1.99
Skateboard Simulator	1.75
Micki Mouse	6.99
Risk	1.99



★★★★★★★★★★

Quedex ..... 2.99

Hunters Moon ..... 2.99

Delta ..... 2.99

Blood Brothers ..... 2.99

Blood Valley ..... 4.95

Super Hang On ..... 3.95

Wonderboy ..... 2.99

Spy Vs Spy Trilogy ..... 3.95

Typhoon ..... 6.50

★★★★★★★★★★



WE NOW OFFER AN EVEN FASTER SERVICE  
USING 1st CLASS POST. PLEASE STATE POST & PACKAGING  
P & P 50p ON ALL ORDERS UNDER £100  
OVERSEAS POST EXTRA

## NOW'S THE TIME TO BUY

### C64 COMPILATIONS Supreme Challenge

Sentinel, Starglider, Elite, Ace II, Tetris. A Supreme price only 8.95

### Sporting Classics

Barry McGuigans Boxing, DeCathlon, On field football, Star league baseball, great American Cross Country Roadrace, to clear at 3.00

### Arcade Alley

Kung Fu Master, Karate Champ, Last Mission, Express Raider, Breakthru, Tag team, Wrestling, Again to clear 3.99

### The in Crowd from Ocean

Last Ninja, Platoon, Predator, Target Renegade, Combat School, Barbarian, Gryzor, Karnov! Special price 9.95 while stocks last

### C64 COMPILATIONS Now Games 5

I9, Prohibition, Hacker II, Street Hassle, Rebel, Kat Trap, Tournament, Pitstop II. One of our best sellers 5.95

### Pack of Aces

Inter Karate, Boulderdash, Nexus, Who dares wins II, Well worth it at 2.99

### Now games 4

Dan Dare, Back to the Future, Hocker, Mission Omega, Jona Barringtons Squash, Must go at 3.99

### Summer Time Specials

Solomons Key, Bravestarr, Captain America, Trantor, Rygar, World Class Leaderboard, Special Price 8.95

### Star games I

Way of the Tiger, Barry McGuigans Boxing, Beachhead II, rescue on Fractulus featuring several classics at 2.99

### FIST & THROTTLES

Dragons Lair, Ikari Warriors, Thunder Cats, Buggy Boy, Enduro Racer Try to beat it at 2.99

### Prestige Collection

Eidolan, Rescue on Fractulus, Karonis Rift, Ballblazer, Excellent value 2.99

### Kids Play

Xeno, Prodigy, Bounces Nomad, Monty on the Rum, Barny McGuigans Boxing, Bounty Bob, Starion, Electrolide, Sky Fox, All time Favourite!

### Gold, Silver, Bronze!

Summer games, Winter games, Summer games II. Save £5.00 only 9.95

### Elite Collection 1

Bombjack, Airwolf, Commando, Frank Bruno's Boxing. Be quick for this one at 3.50

### C64 COMPILATIONS Elite Collection II

Paperboy, Ghosts and Goblins, Bombjack II, Battleships. Won't last long at 4.99

### Arcade Force Four

Indiana Jones, Gauntlet, Road Runner, Metrocross, deeper dungeons. Last few! 6.50

### Durell Big 4 Vol II

Saboteur II, Thanatos, Deep Strike, Sigma 7. An "oldie" but a goodie! 3.99

### Solid Gold

Gauntlet, Ace of Aces, Leaderboard, Infiltrator, Winter Games. New reduced to 4.50

### 10 Great Games II

Mask, Bulldog, Aufw'ssemn Monty, Samur, Trilogy, Convoy Raider, Jack the Ripper II, Death Wish III, Basil Grt Mouse Detective, Rebounder, Thing Bounces Back! Our Price 6.99

### MEGA GAMES Vol1 10 Grt Games

Mask II, Deflekter, Traxtos, Cosmic Causeway, Hercules, Northstar, Masters of the Universe, Blood Brothers, Cybernoid, Blood Valley Our Price 6.99

### Tatio Coin Op Hits

Flying Shark, Bubble Bubble, Slap Fight, Arkanoid, Rastan, Arkanoid II, Renegade. Highly recommended at 8.95

### Can of Connexion

Crystal Castles, Breakthru, Metrocross, Express Raider. To clear 2.50

### Frank Bruno's Big Box

Ghosts & Goblins, 1942, Commando, Scooby Doo, Bombjack, Batty, Air Wolf, Battleships, Frank Bruno's Boxing, Saboteur, Kiddies favourite at 8.95

### Classic Collection

Pyjama Rama, Auto Mania, The Witches's Cauldron, Battle of Planets. Last few only 2.99

### C64 DISKS INFOCOM DISKS

BallyHoo	9.95
Border Zone	9.95
Infidel	9.95
Nord & Bert	9.95
Hitchhikers Guide	9.95
Sherlock	9.95
Suspended	9.95
Hollywood Hijinx	9.95
Dead Line	9.95
Zork I	9.95
Zork II	9.95
Zork III	9.95
Trinity	9.95
Star Cross	9.95
Witness	9.95
A Mind Forever	9.95
Stationfall	9.95
Lurking Horror	9.95
Sea Stalker	9.95
Bureacracy	9.95
Plundered Hearts	9.95
Suspect	9.95
Moonmist	9.95
Sorcerer	9.95

9.95 EACH ANY TWO FOR 17.95  
ANY THREE FOR 23.95  
ANY FIVE FOR 30.00





# Castle Computers

DEPT C.U.1  
CASTLE HOUSE  
11 NEWCASTLE STREET  
BURSLEM  
STOKE-ON-TRENT  
TEL: 0782 575043  
(10 LINES)

## CASTLE COMPUTERS — OFTEN IMITATED — NEVER BEATEN — PHONE US FOR SPECIAL OFFERS

### C64 CLEARANCE

Gryzor	2.99	Captain America	1.99
Gauntlet I	2.75	Enduro Racer	2.99
Gauntlet II	3.95	Bamboozal	6.50
Gunboat	1.99	Top Fuel Challenge	2.50
Auf Wiedersien Monty	1.99	Saboteur II	1.99
Arc of Yesod	1.50	720°	2.99
Armagedon Man	1.99	Spy vs Spy	1.99
Game Star Baseball	1.99	Election	1.99
Army Moves	2.75	Knightmare	2.99
Book of the dead	1.50	Falcon Renegade Lord	1.00
Bride of Frankenstein	1.75	Road Runner	2.99
Iridius Alpha	1.50	High Frontier	2.50
Big trouble little China	1.99	The Inheritance	1.50
Biggles	1.00	Renegade	3.50
Bobsleigh	2.50	Rastan	3.50
Basket Master	2.99	Rygar	2.99
Basil Mouse detective	1.99	Indoor Sports	2.99
Winter Olympiad	2.99	I Alien	1.50
China Reaction	1.99	Jack Nipper II	2.50
Indiana Jones	2.99	Jet Boys	1.00
Comet game	50	Kung Fu Monster	1.00
Convoy Raider	1.50	Krack Out	1.50
Hysteria	2.99	Kat trap	1.00
Dandy	75	Jailbreak	1.99
Druid	1.50	Laurel & Hardy	1.00
Dandare	1.50	Leviathan	1.00
Deathwish II	1.99	Last Mission	2.99
Dark Empire	1.99	Techno Cop	6.99
Action Force	2.99	Arctura	6.99
Raid 2000	1.00	Night Raider	7.00
Rana Rama	99p	Final Countdown	7.25
Red L.E.D.	1.99	Outrun Europe	7.50
Red Storm Rising	9.95	Iron Hand	7.50
Road Blasters	6.50	Live and Let Die	6.50
T-Wrecks	6.99	Captain Blood	6.50
Peter Beardsley's Soccer	6.99	Operation Wolf	6.50
Butcher Hill	6.99	Action Service	6.75
Dark Fusion	6.99	Stunt Man	6.50
Motor Massacre	6.99	Warlocks Quest	6.50
		Implosion	2.50

### THE BIGGIES FOR CHRISTMAS!

Hellfire Attack	6.75
Thunder Black	6.99
Afterburner	6.99
R-Type	6.99
Operation Wolf	6.50
Double Dragon	6.50
Spitting Image	6.75
Tiger Road	6.99
Return of the Jedi	6.75

Shadow Skimmer	1.99
Traxion	1.50
Tigers in the snow	2.99
G.I. Hero	6.50
Salamander	6.50
Time Fighter	1.50
Through the Trap Door	2.50
Daley Thompson Olympic Challenge	6.75
Top Fuel Challenge	2.50
Vindicator	6.50
Shadows of Moredor	2.99
Silent Service	6.50
Scary Monsters	1.99
Skate Rock	1.99
Snap Dragon	15.50
Shanghai	1.50
Samuritrilogy	1.99
Strike Force Harrier	2.99
Sydney Affair	1.99
Hopping Mad	6.99
Bionic Commandos	6.99
Alien Syndrome	6.50
Flinstones	6.50
Cyberoid II	6.99
Impossible Mission II	6.99
Double Dragon	6.50
Rambo 3	6.50
Batman	6.50
Wec Le Mans	6.50
Tiger Road	6.99

Black Tiger	6.90
The Untouchables	6.99
Gurilla Wars	6.99
R. Type	6.99
After Burner	6.99
Corporation	2.99
Thunder Blade	6.99
Heroes of the Lance	7.25
Pool of Radiance	7.25
Echelon	7.25
4x4 Off Road Racing	7.25
Led Storm	7.25
Thunder Cats	2.95
Scorpion	2.75
Total Eclipse	6.99
Designers Pencil	2.99
Diamond	2.99
Intensity	6.50
Soldier of Fortune	6.99
Savage	6.99
Batman II	6.99
Startreck	6.99
Exploding Fist +	6.99
PAO Mainia	6.50
Espionage	6.99
Power Pyramids	6.99
Pacland	6.50
Overlander	6.99
Roy of the Rovers	6.95
Spitting Image	6.99
Lancelot	6.99

Cybernoid II	6.99
Menace	6.75
Bombjack II	2.95
Diamond	2.99
Not a Penny More	3.95
Sentinal	2.50
Spy vs Spy Trilogy	3.95
Pacmania	6.50
Puffy's Saga	6.99
Super Hang On	4.95
Microprose Soccer	9.95

JUST ARRIVED!	
Terromex	2.99
Armalyte — Special	
Price.....	6.50

Karnov	2.99
Traz	2.50
Corporation	2.50
Bullseye	2.95

FASTER SERVICE THAN EVER BEFORE  
STAE COMMODORE USER IN ALL ORDERS.  
S UNDER £5. OVER £5 P & P IS FREE  
EAS:2 PER TAPE

## NOW'S THE TIME TO BUY

### C64 DISKS

American Civil War Vol I	13.95
American Civil War Vol II	13.95
American Civil War Vol III	13.95
Battle Front	9.95
Battles of Normandy	13.95
Carriers at War	13.95
Europe Ablaze	13.95
Halls of Montezuma	13.95
Russia	13.95
Romell	13.95
Reach for the Stars	13.95
MacArthur's War	13.95
Red Storm Rising	13.95
Star Fleet I	10.95
C64 Disks	
Wasteland	10.95
Rampage	1.99
Bards Tale I	10.95
Bards Tale II	10.95
Bards Tale III	11.95
Iron Lord	11.95
Steel Thunder	11.95
Death Lord	11.95
The Mars Saga	11.95
Super Sprint	1.99
Wolf Man	3.99
Road Warriors	3.95
221B Baker Street	2.99
Accolade Comics	3.99

### C64 DISKS

Athena	2.99
Alternate Reality (Dungeon)	3.99
Bobby Bearing	1.99
Cyborg	1.00
Druid II	1.99
Eye	2.99
Fire Track	1.99
G.F.L. Football	1.99
Guadalcanal	1.99
Gunslinger	1.99
Gunboat	1.99
Gemstone Warrior	2.99
30 Gamemaker	3.99
High Frontier	1.99
Hades Nebula	1.99
The Inheritance	1.99
Inspector Gadget	1.99
Alien	1.99
Leaderboard	3.99
Moebius	5.99
Music Studio	2.99
Ninja Hamster	2.99
BRDF 1985	6.99
Track & Field	1.99
Time Fighter	1.99
Star Raiders II	1.99
Street Haste	1.99
Scary Monsters	1.99
Shanghai	1.99
XOR Games Designer	2.99

### AMIGA SPECIAL OFFERS

Hell Fire Attack	16.99
Motor bike madness	9.99
Hostages	15.99
Lancelot	13.50
Maniax	12.95
Fanta Vision	24.99
Drum Studio	12.99
Whirligig	11.99
Star Ray	14.99
Sky Chase	11.99
Nebulus	14.99
Zynaps	14.99
Netherworld	14.99
Star Glider II	12.99
Macadem Bumper	12.99
North and South	15.99
Operation Neptune	15.99
Action Service	12.99
Space Harrier II	15.99
Paper Boy	16.99
Live and Let Die	16.99
Ghosts and Goblins	16.99
Bombuzal	15.99
Bismark	16.99
Wizards Castle	13.99
Daley Thompsons Olympic Challenge	15.99
Gettysburg	17.99

### AMIGA SPECIAL OFFERS

Prisoner of War	19.95
Championship Cricket	9.99
Rugby League	9.99
Tetris	6.99
Sub Battle Sim	17.99
Street Fighter	16.99
Gany Med	14.99
Elite	14.99
Out Run	14.99
Interceptor	16.50
Pac Mania	14.99
Winter Olympiad 88	6.99
Power Drome	16.99
Fusion	16.99
Battle Chess	16.99
Seconds Out	6.95
Rocky	4.95
Iron Lord	17.95
Chronoquest	18.99
Captain Blood	14.99
Dungeon Master	15.99
Pac Land	15.99
Lords of the Rising Sun	21.99
Federation of Free Traders	21.99
After Burner	15.50
Dragon Ninja	15.99
Rambo III	12.99
Alternate Reality	12.99

### AMIGA SPECIAL OFFERS

Victory Road	15.99
Hacker	4.99
Hacker II	4.99
Barbarian II	14.99
Leather Goddess	9.99
Bureaucracy	8.99
Land of Legends	16.50
BAT	16.50
Garfield	12.99
Speed Ball	15.99
Fortress Underground	9.99
UMS	15.50
Xenon	12.99
Sword of Sodan	P.O.A.
Peter Beardsley's Soccer	12.99
Cogans Run	4.99
Highway Hawks	13.99
Driller	16.50
Robbery	12.99
Around the world in 80 days	12.99
Zoom	12.50
Wex Le Mans	16.99
Robocop	15.99
Frontier	15.99
Blazing Barrels	12.99
Black Tiger	17.99
Ultimate Golf	14.99
International Karate +	13.99

### AMIGA SPECIAL OFFER

Galactic Invasion	6.95
Pinball Wizard	5.95
Phalanx II	6.95
Fortress Underground	6.95
Indoor Sports	8.95
Flight Path 737	6.95
Emerald Mines	6.95
Tracers	7.95
GB Air Rally	8.95
Silicon Dreams	6.95
Jewels of Darkness	6.95
Summer Olympiad	6.95
Bermuda Prospect	7.95
Black Jack Academy	7.95

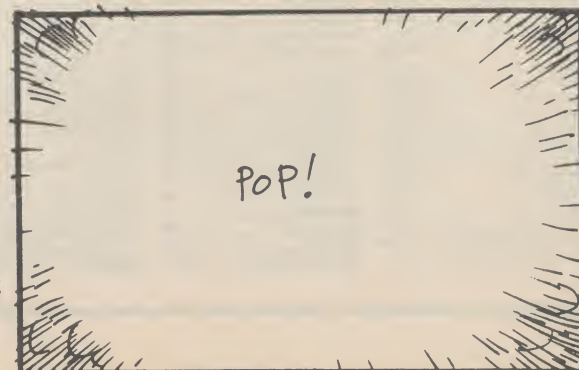
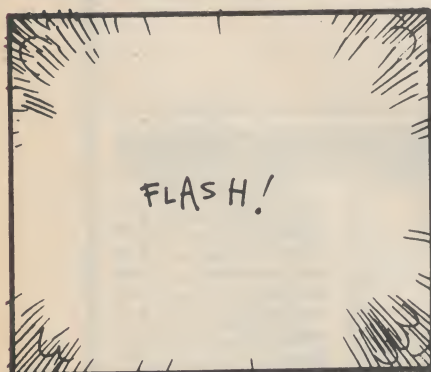
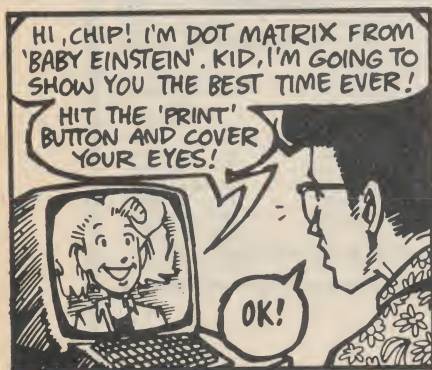
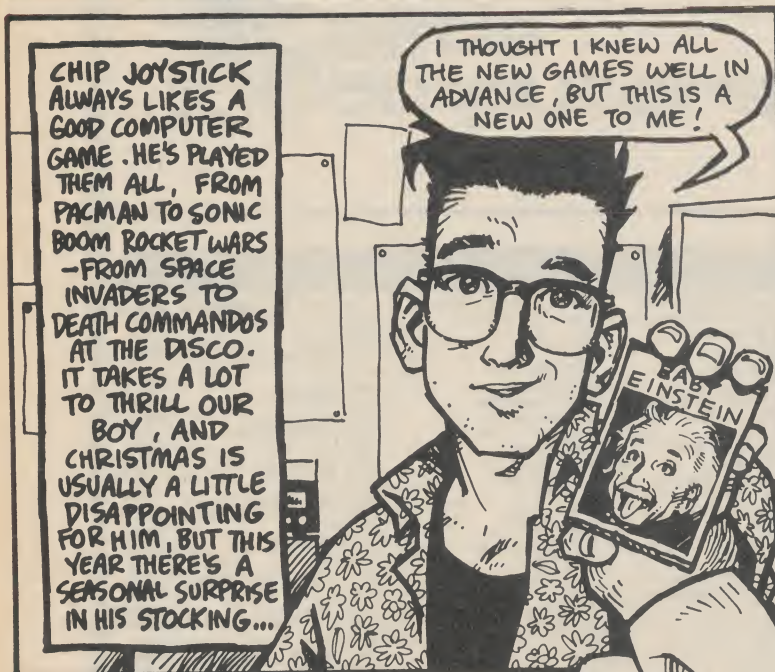
### Special offers

Firepower	9.95
Faerytale Adventure	9.95
Music Studio	9.95

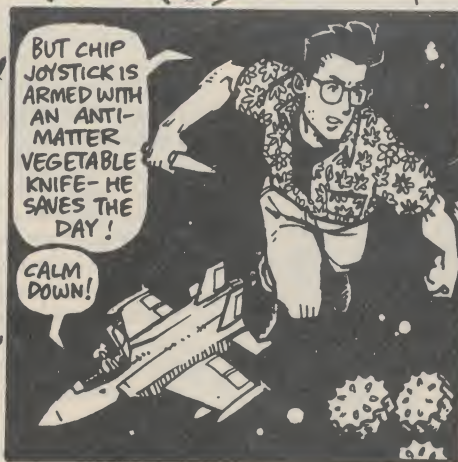
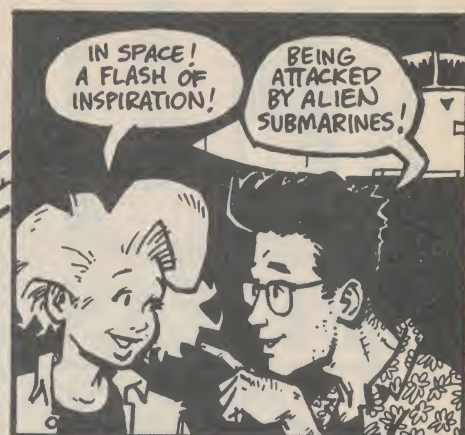
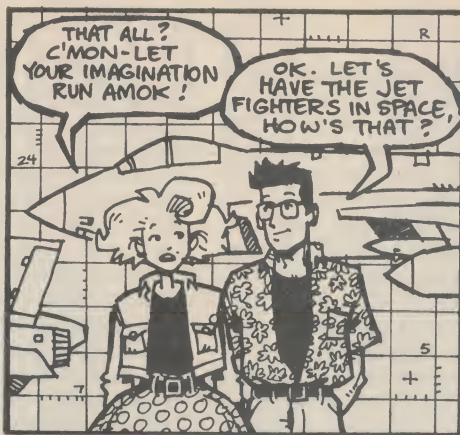
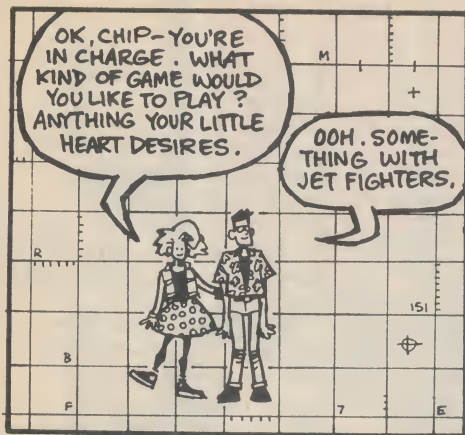
While stocks last  
★★★★★★★★



# BABY EINSTEIN









# CU

## LETTERS

### Standards

● I have owned an Amiga for almost a year now and have noticed in this time its increased presence in the games market as more and more releases have become available. The high pricing of Amiga games is an obvious point with many owners and hence there is a need for consistent and thorough reviews to avoid disappointment.

CU is very useful as you might expect from a more dedicated magazine and the reviews are consistently well-written and often amusing.

However Mr C Cents' letter from December's issue was a

fair and necessary comment upon recent reviews however. The case of *Zynaps* has been repeated with the release of another Hewson product *Cybernoid*. This merely average strategic blaster received 87% overall which is close to a '9' based on the old system of mark allocation. I think if the normal high standard of reviews had been maintained this product would have received a 70% or perhaps at the most 79% (being generous) considering its straight translation from the ST (bar sound) and its tedious lack of variety in graphics as you progress into the game. The problem I think is two-fold. Firstly as you said in reply to the *Zynaps* case, the reviews are only one reviewer's opinion. How can people relying on a fair assessment of a product take just one person's point of view and expect that to save them from disappointment?

Secondly your recent switch to percentages has increased the previous rating scale in size by 10 times. A

perfect scale in my opinion would be as before but allowing for half marks on the overall rating. These numbers are far easier to interpret when comparing the ratings of different products.

I have picked out faults which I feel are important, others may not think so. The reviewing of games is not accomplished perfectly by any magazine because opinions will always differ. Amiga owners want to know if a game uses the machine's capabilities well because as we all know the vast majority of games are ported over from the ST. Until the Amiga user base increases however this is unlikely to change too much.

So, please inform us (as you often do) if no attempt has been made to improve over the ST version and ensure products are reviewed by more than one person, because not only do people have differing opinions of games, but they also have differing individual standards.

The Amiga is a young machine and software seems to be slowly improving. However if 8-bit 'fodder' is continually accepted as being satisfactory then surely producers are under no incentive to treat it as a format for development. *When you read record reviews in Sounds or the NME do you get two opinions? No. If a book is reviewed in The Observer do two critics give their point of view? No way. You have to respect the reviewer's opinion. We don't employ just anyone. The scoring system was changed to accommodate greater diversity in games and whilst we do point out differences between the Amiga and ST, most people only own the former and hence can learn nothing from a worthless comparison.*

### Arthur Dent

● Mike, you just haven't lived yet! You've never seen Brockian Ultra Cricket?!? You said in the *Speedball* review that you didn't know what it was. I decided to give you a quick run down of the rules.

**RULE ONE:** Grow at least three extra legs. You won't

need them, but it keeps the crowd amused.

**RULE TWO:** Find one good Brockian Ultra Cricket player. Clone him off a few times. This saves an enormous amount of tedious selection and training. West Ham take note (*Point taken — John Lyall*)

**RULE THREE:** Put your team and the opposing team in a large field and build a high wall around them.

The reason for this is that, though the game is a major spectator sport, the frustration experienced by the audience at not actually being able to see what's going on leads them to imagine that it is a lot more exciting than it really is. A crowd that has just watched a rather humdrum game experiences far less life-affirmation than a crowd that believes it has just missed the most dramatic event in sporting history.

**RULE FOUR:** Throw lots of assorted items of sporting equipment over the wall for the players. Anything will do — cricket bats, basecube hats, tennis guns, skis, anything you can get a good swing with.

**RULE FIVE:** The players should now lay about themselves for all they are worth with whatever they find to hand. Whenever a player scores a 'hit' on another player, he should immediately run away and apologise from a safe distance.

Apologies should be concise, sincere and, for maximum clarity and points, delivered through a megaphone.

**RULE SIX:** The winning team shall be the first team that wins.

For further information I suggest you consult the 'Hitch-Hikers Guide to the Galaxy'.

Mad Marshall,  
Brighton Station toilets,  
Third from the left,  
Under the rim.

Thanks for that Mr Marshall. I was just testing really. John Lyall is already playing Joseph Mengele with a portion of Paul Ince's big toenail so West Ham should be well and truly on the road to Wembley by the time you read this. The Ed, too, is experimenting with a similar process, thus enabling him to staff the whole magazine with superior beings.





# SINGLES

USER

£1.60

HFL8.90

No 82

JANUARY 1989

BEACH HEAD

▼ 1+2 ▼

2 COMPLETE GAMES!

OUT NOW

REVIEWED  
ROBOCOP!

REVIEWED  
RAMBO III

FIRST REVIEW  
KILLER CONVERSION?

THUNDERBLADE  
REVIEWED

NEW Pc200  
GAMES  
RATED

SIDE A  
SPECIAL INTRO +  
BEACH HEAD  
1&2 FROM  
US GOLD + POKES  
SIDE B

CIRCUS CIRCUS  
PLAYABLE  
DEMO!!

COIN OP  
AWARDS  
AFTERBURNER  
FREE CALENDAR  
+ COIN-OP!

88

MONEY OFF!!  
ROBOCOP +  
RAMBO III

FIST PLUS  
REVIEWED

WIN  
TIPS ON

SKATEBOARD GEAR  
JEDI VIDEOS

SAVAGE  
VINDICATOR  
DEVIANTS  
DOUBLE  
DRAGON  
REVIEWED



# THE ULTIMATE BACKUP CARTRIDGE GOES ONE BETTER...

NOW  
AC  
FORB

## EVEN MORE POWERFUL, MORE FRIENDLY

### TOTAL BACKUP POWER

The most powerful backup system ever devised. Unstoppable freezer system. Freeze at any point. Specially designed to work with game software. Just press the magic button to backup even the most heavily protected programs.

- TAPE TO TAPE ■ ■ TAPE TO DISK ■
- DISK TO DISK ■ ■ DISK TO TAPE ■

VERY fast & efficient program compaction. Single part save at TURBO speed to disk or tape. Backups turboload INDEPENDANTLY of the cartridge. No "programming" or user knowledge required.

THE PROCESS IS AUTOMATIC - JUST GIVE THE BACKUP A NAME.

ONLY  
**£34.99**  
POST FREE

### JUST LOOK AT THESE FEATURES...

● **TURBO RELOAD.** Action Replay Mk V has 2 unique Turbo Loaders - "Ramloader" & "Warp 25". Both work at up to 25 times normal speed. That means that you can load a typical program (200 blocks) in around 6 SECONDS! Just imagine your backups loading completely independantly of the cartridge in seconds instead of minutes.

● **PRINTER DUMP.** Freeze any game and print out the screen. Eg. loading picture, high score screen, etc. Works with most printers. MPS 801, 803, Star, Epson, etc. Double size, 16 shades, reverse print option. Very versatile - no user knowledge required.

● **PICTURE SAVE.** Save any Hires multi colour screen to disk at the push of a button. Compatible with Blazing Paddles, Koala, Artist 64, Image System, etc.

● **SPRITE CONTROL.** Freeze the action - view animations. Load, save and modify sprites in any program. Flip, reverse, delete etc. Customise your games. Kill sprite collisions - make yourself invincible. 64K operation.

● **POKEFINDER GENERAL.** AN AUTOMATIC INFINITE LIVES GENERATOR! Finds those pokes which make you invincible. Very high success rate - works with both old and new programs - stops you losing lives! No user knowledge required. Great fun!

● **MULTISTAGE TRANSFER.** Even transfers multistage programs from tape to disk. The extra parts fast load - a unique feature. Enhancement diskis required for multi-loaders (see below).

● **SUPER COMPACTOR.** Ultra efficient program compaction techniques. Each program saved as a single file. 3 programs per disk side - 6 programs per disk, if you use both sides.

● **TEXT-SCREEN EDITOR.** Modify the text screen on a frozen program. Customise your games by adding your name to the title screen - change colours, etc., then make a backup. Also a great programmers aid.

Verify, relocated save, Fast format - 12 seconds. Built in file copy - works with long files. Built in 1541 disk copy - 1 or 2 drives. Read directory, send disk commands. Change disk name, device number. Load direct - no need type filename.

● **SUPERFAST DISK OPERATION.** Load 200 blocks in just SIX SECONDS. Works with any program of any length. Works with multiload programs. Versatile - Backups, Basic, Monitor. Works with all drives including 1581. Use both sides of disk (1571). Standard format - no file conversion required. Superfast Save.

### GRAPHICS SUPPORT UTILITIES DISK

A range of utilities to make the most of your high res pictures created with popular graphics utilities or captured with Action Replays unique picture grabber.

**SLIDE SHOW.** View your favourite screens in a slide show type display. Move from screen to screen - keyboard or joystick control. Very easy to use.  
**BLOW UP.** A unique utility to allow you to take any part of your picture & 'blow it up' to full screen size. Even fills the border with powerful sprite handling techniques. Very easy to use - simple commands. An interesting utility.

**SPRITE EDITOR.** A complete sprite editor helps you create or edit sprites. Full colour display. Animate to view movements. Action Replay can capture/insert sprites with any program - this editor is a perfect companion.  
**MESSAGE MAKER.** Takes your favourite screen - created with a graphics package or captured with Action Replay & turns it into a scrolling screen message complete with music. Send screens to your friends with music & text scrolling. Simple text editor - easy to use. Choice of music. An exiting utility. Finished screens stand alone. ONLY £12.99

### WHAT THE REVIEWERS SAID

"I'm stunned, amazed and totally impressed. This is easily the best value for money cartridge. The Cartridge King!"  
Commodore Disk User

### ACTION REPLAY ENHANCEMENT DISK

The biggest and best collection of special parameters and file copy programs for transferring non-standard multi-load tapes to disk - games like LAST NINJA, CALIFORNIA GAMES, LEADERBOARD, DRAGON'S LAIR - NINETY titles in all. Almost all major titles covered. Latest edition includes SALAMANDER, HAWKEYE, THE GAMES series, STREETFIGHTER, VINDICATOR, ALIEN SYNDROME, PLATOON and many more. Just about every major multiload title can be transferred fully to disk. Cheats for infinite time, lives etc. The GRAPHIC SLIDESHOW - latest edition displays multicolour pictures or loading screens saved by Action Replay or any major Art Package - Blazing Paddles, Koala, Advanced Art Studio, Artist 64 etc. Lots of fun. Only £8.50. Upgrades - send £3.50 plus old disk.



# NOW ACTION REPLAY Mk V

FOR CBM64/128

PROFESSIONAL

HAS ARRIVED

## FRIENDLY & NOW EVEN MORE FEATURES!

**ALL FEATURES AVAILABLE TO TAPE OR DISK USERS.**

ACTION REPLAY MK V differs from all other cartridges because it combines an 8K RAM with a FULL 32K operating system ROM. That means that ALL features are INSTANTLY AVAILABLE AT ALL TIMES.

**WARNING!!** Other systems use outdated technology which severely limits performance. Action Replay's state of the art hardware gives you MORE POWER, MORE SPEED, MORE FACILITIES than any other cartridge. There really is no comparison. Here are just some of the features...

● **MORE TAPE FACILITIES.** Dual speed tape turbo for backups. Very fast, very reliable. Programmers' tape turbo - very compatible. Even works with sequential files. Built in slideshow for hires pictures. You don't need a disk drive to use Action Replay.

● **TOOLKIT COMMANDS.** Auto line numbering. Defined function keys. Old, Delete, Merge, Append, Linesave. Plist - list directory direct to printer. Single stroke load, save, directory. Switchable disk/tape turbo.

● **FULLY INTEGRATED OPERATION.** The MK V 'Professional' has an onboard custom LSI LOGIC PROCESSING CHIP that integrates the whole range of utilities and makes them available at the press of a button at any time.

● **CENTRONICS INTERFACE.** For parallel printers, eg Epson, Star, prints listings with graphic characters. Send escape codes - make full use of your printer's extra facilities. Auto detect of parallel printer - no special commands required.

● **PROFESSIONAL MACHINE CODE MONITOR.** Full 64k monitor available at all times. Examine all memory, registers, IO, stack of any frozen program. Full range of commands, plus the luxuries that only a high capacity RAM/ROM system can offer: Assemble, disassemble, Hex/Ascii. Interpret in Ascii or screen codes. Fill, Hunt, Compare, Transfer memory. Number conversion, Register, Go. Load, Save, Verify (turbo, tape or disk). Two way scrolling of all screen displays. Output to printer (CBM or Centronics). Directory, error channel, 2 drive operation. Disk Monitor - read block, write block, assemble/disassemble drive memory etc. Hex calculator - add, subtract, multiply, divide. Unique set break/set freeze system. JSR Freeze. Full "floating" operation - corrupts no memory. Call Monitor from Basic or Freezer. Call Freezer from any point in your program.



**AR Mk V**

Reloads an average  
BACK-UP in  
**6 Seconds!!**

### UPGRADE INFORMATION

MK IV Professional to Mk V Professional - just send £9.99 & we will send you a new Mk V Operating System Chip. No need to send your old cartridge - just plug in the new chip!

Mk IV (Standard) to Mk V Professional - send your old cartridge plus £15.99 & we will upgrade it to Mk V Professional. (allow 14 days).

### PERFORMANCE PROMISE

Action Replay will backup any program that any other cartridge can backup - and more! It also has an unmatched range of onboard features. Before you buy, check our competitors ads to see what they offer and see how many of the Action Replay MK V features are either not there or have to be loaded from separate disks etc. When you buy Action Replay, if you don't find our claims to be true, then return it within 14 days for a full refund.

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

## HOW TO ORDER ...

### BY PHONE



0782 744707

24hr Credit  
Card Line

### BY POST



Send cheques/POs made  
payable to  
"Datel Electronics"

### FAX

0782 744292

UK ORDERS POST FREE  
EUROPE ADD £1  
OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS  
AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME - Please reserve goods by telephone prior to visit.

# DATEL ELECTRONICS

DATEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE  
GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

**SALES ONLY**  
0782 744707

**TECHNICAL ONLY**  
0782 744324





<b>BEST COIN-OP CONVERSION</b>	.....	.....
Runner up	.....	.....
<b>BEST SOFTWARE HOUSE</b>	.....	.....
Runner up	.....	.....
<b>ARCADE GAME OF THE YEAR</b>	.....	.....
Runner up	.....	.....
<b>BEST SIMULATION</b>	.....	.....
Runner up	.....	.....
<b>BEST ADVENTURE</b>	.....	.....
Runner up	.....	.....
<b>BEST GRAPHICS</b>	.....	.....
Runner up	.....	.....
<b>BEST SOUND</b>	.....	.....
Runner up	.....	.....
<b>BEST STRATEGY</b>	.....	.....
Runner up	.....	.....

# READERS' POLL

**W**ell that was the year that was, eh? We've seen the Amiga scene grow enormously and finally start delivering the goods in terms of games. The 64 has wobbled intermittantly and yet managed to produce some excellent software, some of which pushes the machine to even greater limits. Anyway, that's our view, and this is the chance for you to give yours.

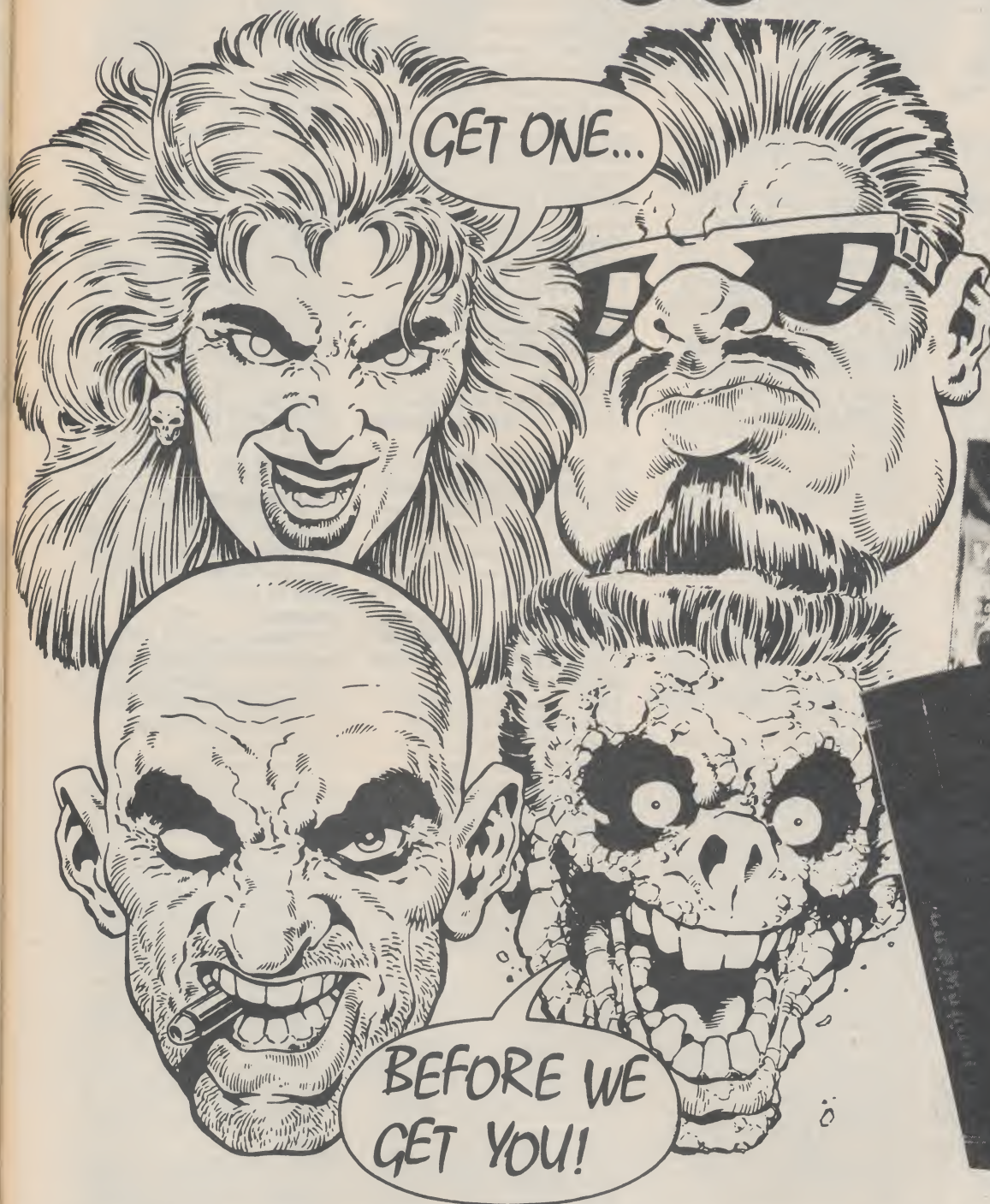
This year's readers poll will be added together with all EMAP's other home computer publications (Sinclair User, Computer & Video Games and The One) to determine the best games released this year. CU readers who reply obviously have their say in the voting, but if you're among twenty-five lucky voters you could win free software and a CU t-shirt! Poll on . . .

Send your votes to CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, together with your name and address. Don't forget to state which machine you own if you want a prize.

<b>GAME OF THE YEAR</b>	.....	.....
Runner up	.....	.....
<b>BEST ORIGINAL GAME</b>	.....	.....
Runner up	.....	.....
<b>BEST COIN-OP (ARCADE)</b>	.....	.....
Runner up	.....	.....
<b>BEST ROLE PLAYING GAME</b>	.....	.....
Runner up	.....	.....
<b>WORST GAME</b>	.....	.....
<b>BEST TV PROGRAMME</b>	.....	.....
<b>BEST LP</b>	.....	.....
<b>BEST FILM</b>	.....	.....
<b>BEST PACKAGING</b>	.....	.....



# THE NEW CU BINDER!



Improve your environment! Don't leave your CU's scattered over the bedroom floor. Get a binder and keep 'em nice and neat. If you don't you might just bump into this lot in a dark alley one night and they just might want to know why you didn't take their advice.

Please Send Me \_\_\_\_\_ Binders at £4.95 each including postage and packing  
I enclose a cheque/postal order for £ \_\_\_\_\_  
Please debit my Access/Visa Account Number \_\_\_\_\_  
Amount £ \_\_\_\_\_ Expiry Date \_\_\_\_\_

Signed \_\_\_\_\_  
Name \_\_\_\_\_  
Address \_\_\_\_\_  
Post Code \_\_\_\_\_

Please make cheques payable to EMAP Business & Computer Publications Ltd.  
Allow 28 days for delivery. Return to:  
**COMMODORE USER Binder Offer, 14 Holkham Road, Orton Southgate,  
Peterborough PE2 0UF**



If you were anything less than observant last month you'll have noticed that there were a few cock-ups in the Play To Win section. Thanks to the efforts of our repro houses there was something wrong on just about every page. The Soldier of Fortune Playguide for example had numbers in the text referring to the map. However someone forgot to reverse them out so they came out black. Nothing we can do here, space prevents us reprinting the whole thing, but look carefully and you should be able to make them out. Remember it is numbered progressively.

2) The Starglider map looked pretty didn't it? Unfortunately someone forgot to print the maps on the grids. So you'll just have to work out your own routes.

3) The Cybernoid map. Finally the piece de resistance. After we spent hours photographing the final level of Hewson's addictive game, someone forgot to print the overlay telling you which zones were which and which transporters took you where. This one we have corrected (see right) so if you were cursing us . . . apologize!

And now a few pokes . . .

## AMIGA STARRAY

David Slack's listing will supply you with unlimited vaporizers. When you find yourself in trouble just hit the right mouse button to kill everything around your ship.

### Method

1. For this cheat there is no need to try and make a backup as it does not alter the disk directly.
2. Load AMIGA BASIC.
3. Type in the listing printed below.
4. Save the listing on disk.
5. Run the program.
6. When you are instructed to insert the STARRAY BOOT disk place it in df0: and wait until you see "ERROR VALIDATING DISK" in the top of the

screen. Press the mouse pointer on the "CANCEL" box. Another message will now appear saying "DISK STRUCTURE CORRUPT" press on "CANCEL" again.

```
Listing
10 REM *** STARRAY
CHEAT (C) D. SLACK ***
20 check=0
30 FOR n=401408& TO
401552& STEP 2
40 READ a$
50 a=VAL("&h"+a$)
60 check=check+a
70 POKEW n,a
80 NEXT n
90 IF check<>420627&
THEN PRINT "ERROR IN
DATA": END
100 cheat=401408&
110 PRINT "PLEASE
INSERT YOUR MAIN
STARRAY DISK IN DFO:
AND"
120 PRINT "AFTER
SELECTING CANCEL
TWICE PRESS ANY KEY
:"
130 a$=INKEY$: IF
a$="" THEN 130
140 CALL cheat
150 DATA 43FA, 0066,
23C9, 0000, 0010,
2A7C, 0005, 1000
160 DATA 2C79, 0000,
0004, 93C9, 4EAE, FEDA
2B40, 0010
170 DATA 224D, 4EAE,
FE9E, 227C, 0005,
0000, 4280, 4281
180 DATA 41F9, 00FE,
88C4, 4EAE, FE44,
4A80, 6600, 0052
190 DATA 247C, 0007,
F000, 234D, 000E,
337C, 0002, 001C
200 DATA 234A, 0028,
237C, 0000, 1000,
0024, 237C, 0000
210 DATA 2C00, 002C,
4EAE, FE38, 41FA,
0010, 23C8, 0007
220 DATA F41C, 5339,
0007, F05A, 4ED2,
41F9, 0003, C670
230 DATA 20FC, 4E71,
4E71, 30FC, 4E71, 4EF9,
0003, 8000
240 DATA 4E75
```

## VIRUS

This listing from David Slack will allow you to enter the number of lives and the number of missiles that you wish to have, between 1 and 255 for each.

### Method

1. For this cheat there is no need to try and make a backup as it does not alter the disk directly.

2. Load AMIGA BASIC.
3. Type in the listing printed below.
4. Save the listing on disk.
5. Run the program.
6. When you are instructed to insert the virus disk place it in df0: and wait until you see "ERROR VALIDATING DISK" in the top of the screen. Press the mouse pointer on the "CANCEL" box. Another message will now appear saying "DISK STRUCTURE CORRUPT" press on "CANCEL" again.
7. Now just enter the number of lives and missiles when asked and the game will now load.

```
Listing
10 REM *** VIRUS
CHEAT (C) DAVID SLACK
***
20 check=0
30 FOR n=263424& TO
263614& STEP 2
40 READ a$
50 a=VAL("&h"+a$)
60 check=check+a
70 POKEW n,a
80 NEXT n
90 IF check<>717498&
THEN PRINT "ERROR IN
DATA": END
100 cheat=263424&
110 PRINT "PLEASE
INSERT YOUR VIRUS
DISK IN DFO: AND"
120 PRINT "AFTER
SELECTING CANCEL
TWICE PRESS ANY KEY
:"
130 a$=INKEY$: IF
a$="" THEN 130
140 PRINT: PRINT "How
many lives do you want
1-255";
150 INPUT lives: IF lives
<1 OR lives> 255 THEN
150
160 PRINT: PRINT "How
many missiles do you want
1-255";
170 INPUT miss: IF miss
<1 OR miss> 255 THEN
170
180 POKEW 263438&,
lives
190 POKEW 263458&,
miss
200 CALL cheat
210 DATA 23FC, 0004,
059C, 0000, 0010,
23FC, 33FC, 0003
220 DATA 0000, 0800,
23FC, 0006, 4164,
0000, 0804, 23FC
230 DATA 33FC, 0003,
0000, 0808, 23FC,
0006, 416C, 0000
240 DATA 080C, 23FC,
4EF8, 1000, 0000,
```

```
0810, 287C, 0005
250 DATA 0000, 2A7C,
0005, 1000, 2C79,
0000, 0004, 93C9
260 DATA 4EAE, FEDA,
2B40, 0010, 224D,
4EAE, FE9E, 224C
270 DATA 234D, 000E,
4280, 4281, 41FA,
0042, 4EAE, FE44
280 DATA 4A80, 6600,
0036, 224C, 337C,
0002, 001C, 237C
290 DATA 0004, 0000,
0028, 237C, 0000,
0400, 0024, 42A9
300 DATA 002C, 2C79,
0000, 0004, 4EAE,
FE38, 33FC, 0800
310 DATA 0004, 01F2,
4EF9, 0004, 000C,
4E75, 7472, 6163
320 DATA 6B64, 6973,
6B2E, 6465, 7669,
6365, 0000, 0000
```

## BIONIC COMMANDO

David Slack's tasty listing will allow you to enter the number of lives that you wish to have.

### Method

1. Make a backup copy of your Bionic Commando disk on to a blank disk.
2. Load AMIGA BASIC.
3. Type in the listing printed below.
4. Save the listing on disk.
5. Run the program.
6. When the program finishes and the drive light has gone out, reset the computer and load the backup to play the game with your chosen number of lives.

### Listing

```
10 PRINT TAB(10)"***
Bionic Commando cheat
(C) DAVID SLACK ***"
20 PRINT:PRINT "Insert
your Bionic Commando
backup disk in df0:"
30 PRINT "and press a
key:"
40 WHILE a$=""
50 a$=INKEY$
60 WEND
70 OPEN "R",#1,"df0:
bionic",1
80 FIELD #1, 1 AS t$
90 PRINT:PRINT "How
many lives do you want
1-128:"
100 INPUT n
110 IF n<1 OR n> 128
THEN 100
120 LSET t$=CHR$(n)
130 PUT #1,620
140 CLOSE #1
150 PRINT "finished"
160 END
```



# PLAY TO WIN

64

## RAMBO III

This listing will stop mines and trapdoors killing you and will give you infinite energy on parts 1 and 2 and give you invincibility on part 3. Type it in, load the game and follow the on-screen instructions.

0 REM RAMBO 3 CHEAT BY H M PUGH 1988

1 FOR X=325 TO 414:  
READY: C=C+Y: POKE X,  
Y: NEXT

2 IF C=9312 THEN POKE  
157, 128: SYS325

3 PRINT "DATA ERROR"

4 DATA 32, 86, 245,  
169, 32, 141, 84, 3, 169,  
91, 141, 85, 3

5 DATA 169, 1, 141, 86,  
3, 96, 72, 77, 80, 72,  
169, 107, 141

6 DATA 89, 1, 169, 1,

141, 90, 1, 104, 173, 32,  
208, 96, 169

7 DATA 128, 141, 135,  
15, 169, 1, 141, 136, 15,  
32, 143, 1, 169

8 DATA 76, 141, 156, 1,  
76, 0, 4, 173, 183, 149,  
201, 81, 240

9 DATA 8, 169, 173,  
141, 91, 31, 76, 75, 16,  
169, 96, 141, 234

10 DATA 149, 141, 182,  
149, 169, 173, 141, 76,  
49, 96, 75, 16

## PAC-MANIA

Thanks to Martin Pugh for sending us a listing with infinite smilies.

0 REM \*\*\* PAC-MANIA  
CHEAT BY H M PUGH  
\*\*\*

1 REM \*\*\*\*\* INFINITE  
PACMEN \*\*\*\*\*

2 FOR X=320 TO 357:  
READY: C=C+Y: POKE X,  
Y: NEXT

3 IF C=3695 THEN POKE

157, 128: SYS320

4 PRINT "DATA ERROR"

5 DATA 32, 86, 245,  
169, 81, 141, 202, 2,  
169, 1, 141, 203, 2

6 DATA 96, 72, 77, 80,  
169, 94, 141, 134, 5,  
169, 1, 141, 135

7 DATA 5, 76, 0, 4, 169,  
165, 141, 104, 111, 76,  
0, 56

## OPERATION WOLF

If Ocean's conversion is proving too hot, back up is at hand in the shape of another life-saving Martin Pugh listing. This'll give you infinite magazines, grenades and a spot of invincibility. Go get 'em!

0 REM \*\*\*\*\*  
OPERATION WOLF  
CHEAT BY H M PUGH

1988 \*\*\*\*\*

1 REM \*\*\*\*\* INFINITE  
MAGAZINES/GRENADES  
& INVINCIBILITY \*\*\*\*\*

2 FOR X=53231 TO  
53264: READY: C=C+Y:  
POKE X, Y: NEXT

3 FOR X=816 TO 825:  
READY: C=C+Y: POKE X,  
Y: NEXT

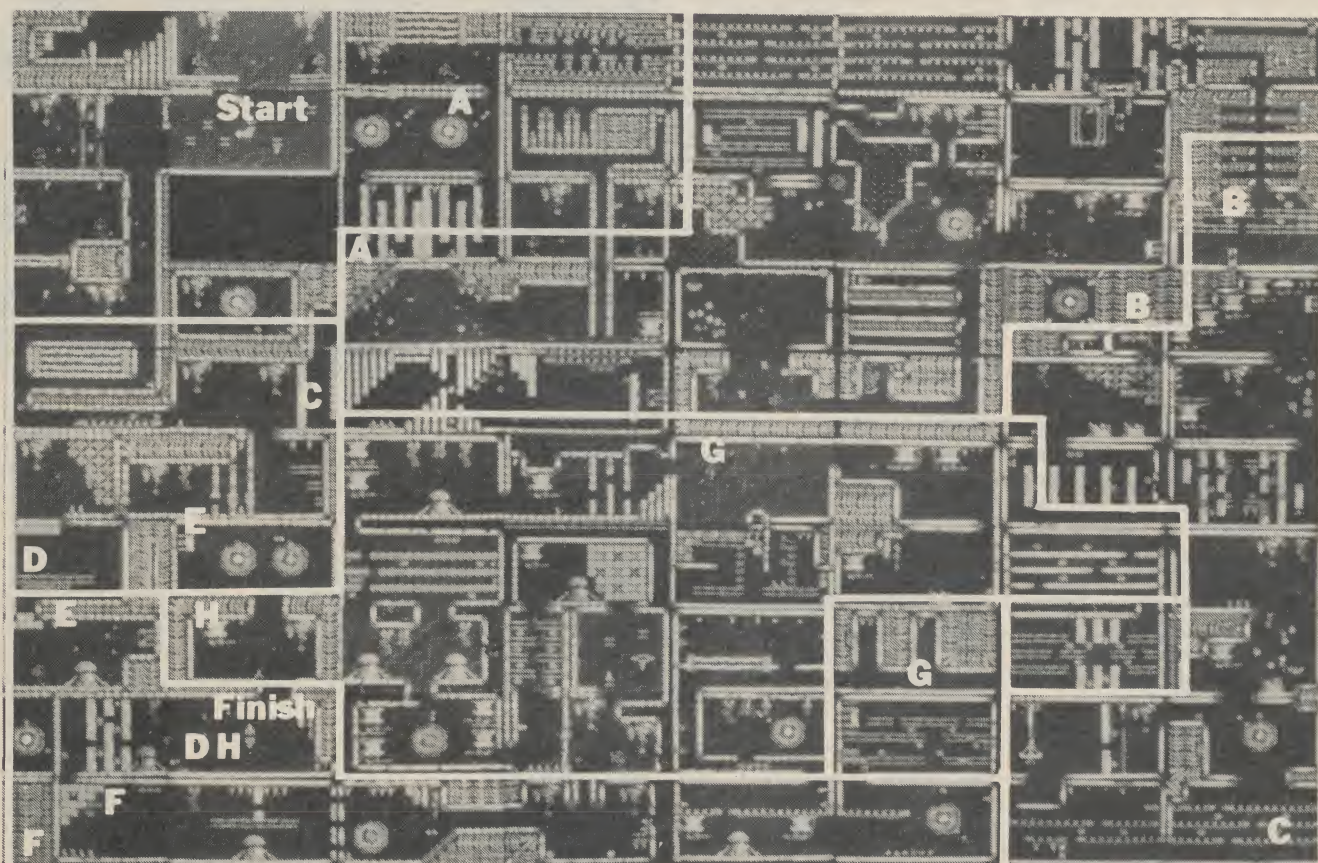
4 IF C=4880 THEN POKE  
157, 128: SYS53231

5 PRINT "DATA ERROR"  
6 DATA 32, 86, 245,  
169, 32, 141, 84, 3, 169,  
0, 141, 85, 3, 96

7 DATA 72, 77, 80, 72,  
169, 165, 141, 169,  
140, 141, 136, 136,  
169, 9, 141

8 DATA 254, 128, 76,  
48, 3, 169, 173, 141, 35,  
137, 104, 173, 32, 208,  
96

*Cybernoid, showing the zones and their transporters*





# STAR TREK

Programmer Richard Hewison peruses the Captain's log and provides Trakkies with some totally logical playtips for Telecom's long awaited game.

## STARTING

The first few initial plays should be used to explore the game and note the co-ordinates of federation or neutral systems where you can get repairs, weapons, energy etc. Especially note the location of an orbital discontinuum for when you encounter the dreaded catastrophe pods. There is one at Perrien (64.31.70 in the Q Zone). Also note how you got to the system to save time later on. Discovering the quickest route to a system could save your ship from destruction.

There are also some very useful planets to visit. Archive Complexes will give you hints on how to stop the mutiny. On some life-supporting planets you will find Guardians of Knowledge. If you ask Spock to mind meld with them, they disclose information regarding the location of systems with very useful objects.

For battles, a hot shot device is always very useful. Instead of half a dozen hits to destroy an attacking enemy ship, they usually reduce the hits to two or three at the most, saving you from making constant trips to a fed or indep weapons dump (which also wastes energy, engines etc). There is one on the life-supporting planet in Cernial (69.1960).

As detailed in the manual, the Cerenkov crystal at Xuram (56.29.46) should be the first object to be installed when you play as it reduces the drain on warp engines considerably. As a general rule, don't always go at full speed to each system but travel one warp below the maximum allowed. Don't stay on the star globe screen when travelling to

new systems as the globe does not update if you watch it. Instead, check on the Enterprise or the state of the engines etc. You can switch to the system map screen even though you aren't in a system. You will know of your arrival as the map of the new system will automatically appear.

## NAVIGATION

This is probably the hardest part to learn in the game. Once you have the co-ordinates of a system that you want to visit (e.g. Cerlun is at 19.25.61), you should understand what the three figures within the co-ordinates are. The first figure (19) is the X co-ordinate, which refers to the horizontal axis (left to right) in the starglobe. The second figure (25) is the Y co-ordinate which relates to the vertical axis (up and down) within the star globe. The last figure (61) is the Z co-ordinate, which measures how far in or out of the star globe the system is. (Remember this is a 3D navigational system).

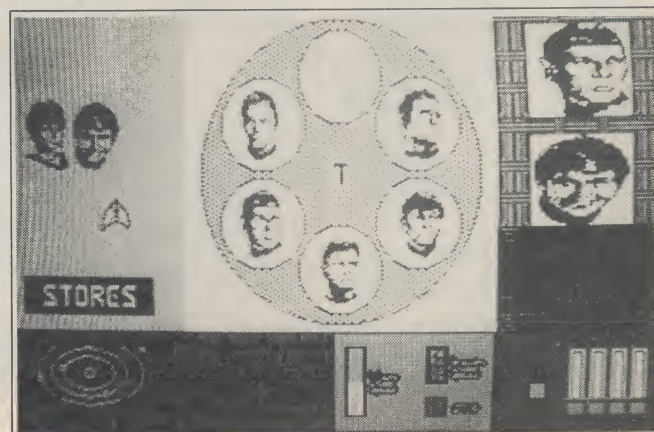
Before you start, stop the star globe whilst in the Q zone when Hazon is on the far middle right of it. This will ensure that the X co-ordinates reduce from the left of the globe across to the right.

If you have the co-ordinates of the system you wish to find, then you should first scan the Quarantine zone to see if the planet is in that zone. If not, then you should select the system whose co-ordinates are nearest to the ones you want and head there. Once there, you should simply look in the regional zone or the local zone. However, you might not always be able to



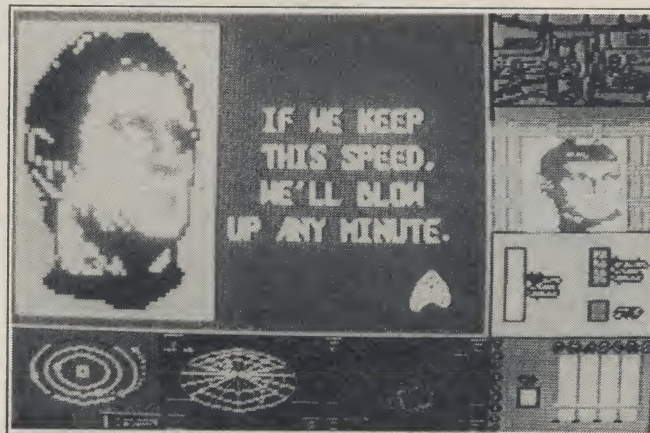
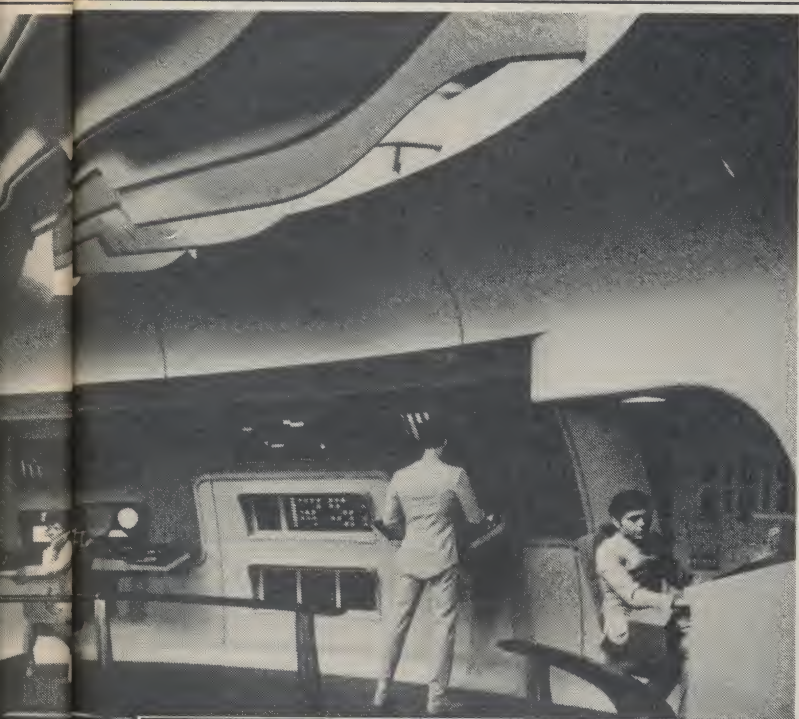
*Aboard the Enterprise.*

*Dial-A-Trekkie?*





# PLAY TO WIN



*Scotty's words of wisdom.*

*The voice of logic.*



find a system in the Q zone which is close to the one you want. If not, then you should concentrate on the Y (or middle) co-ordinate that you are looking for, and head for a system that

is near to or shares that value. (e.g. 25 for Cerlun). However, still be careful not to go to a system whose Z co-ordinate is very different from the one you want (e.g. going to

26.25.04 to find 19.25.61). You might find a system with the first two the same, but you'll still be light years away because of the Z co-ordinate! Once the Y co-ordinate matches,

look in the R or L zone for the system. If you still don't find it, then concentrate next on the X co-ordinate. It doesn't matter too much if you deviate away from the Y co-ordinate again, as long as you don't stray too far away. Once you are close to matching both X and Y co-ordinates, look in the R or L zone and you should find the planet you're looking for.

## WINNING STRATEGIES

When you have a lot of information on other systems and the location of special objects, you should chose a strategy from the manual to complete. Always use the quickest route to a planet to save time, and make regular saves (you can only save eight games on one disc in the C64 version and you can't save a new game file (e.g. no. 1) over an old one).

## GENERAL

When you beam down to a life-supporting planet for the first time, take only three crew members with you, in case they do something wrong on the planet which injures the entire party — they can be beamed back up and replaced by three more until they have recovered. **LIVE LONG AND PROSPER!**



# DATTEL ELECTRONICS



## 256K SUPEROM EXPANDER

- ☐ Select instantly from 8 sockets which accept up to 32K EPROM each.
- ☐ Program your own EPROMs using our EPROM programmer.
- ☐ No need to have lots of cartridges - just make a selection from the Superom menu.
- ☐ Fully menu driven on power up.
- ☐ Select any slot under software controls.
- ☐ Unique EPROM generator feature will take your own programs - basic or m/c & turn them into autostart EPROMs. (EPROM burner required).
- ☐ Accepts 2764/27128/27256 EPROMs.
- ☐ On board unstopable reset.
- ☐ On board operating systems - no programs to load.

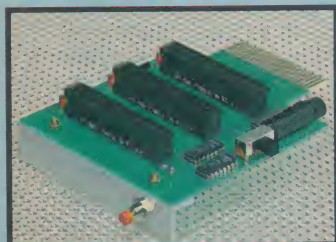
ONLY £29.99



## RESET CARTRIDGE

- ☐ Unstopable reset button.
- NOTE:- user port cheaper type reset buttons offered by others are not unstopable.
- ☐ Resets even so called "unstopable" programs.
- ☐ Add pokes from magazines etc.
- ☐ Fits in cartridge port.
- ☐ Simply plug in.

ONLY £5.99

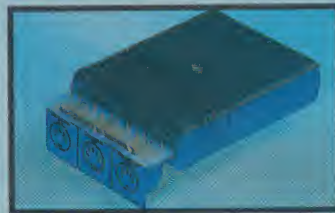


## 3 SLOT MOTHERBOARD

SAVE WEAR & TEAR ON YOUR EXPANSION PORT

- ☐ Accepts 3 cartridges.
- ☐ Switch in/out any slot.
- ☐ Onboard safety fuse.
- ☐ Fully buffered.
- ☐ High grade PCB.
- ☐ Reset button.

ONLY £16.99



## MIDI 64

FULL MIDI INTERFACE FOR THE 64/128 AT A REALISTIC PRICE.

- ☐ MIDI in/MIDI thru/2 x MIDI out.
- ☐ Compatible with most leading software packages.

ONLY £29.99



## DIGITAL SOUND SAMPLER

- ☐ The new sampler allows you to record any sound digitally into memory & then replay it with astounding effects.
- ☐ Playback forwards/backwards with echo/reverb/ring modulation.
- ☐ Now with full sound editing module to produce outstanding effects.
- ☐ Full 8 bit D to A & ADC conversion.
- ☐ MIDI compatible with suitable interface. (i.e. Datel unit for £29.99, see ad.).
- ☐ Live effects menu includes real time display of waveforms.
- ☐ Line in/mic in/line out/feedback controls.
- ☐ Powerful sequencer with editing features.
- ☐ Load/save sample.
- ☐ Up to 8 samples in memory at one time.
- ☐ Tape or disk (please state).
- ☐ Complete software/hardware package.

ONLY £49.99

## COM-DRUM

DIGITAL DRUM SYSTEM

- ☐ Now you can turn your digital sound sampler into a digital drum system.
- ☐ 8 digital drum sounds in memory at one time.
- ☐ Complete with 3 drum kits.
- ☐ Real drum sounds - not synthesised.
- ☐ Create superb drum rhythms with real & step time.
- ☐ Full editing. Menu driven.
- ☐ Output to hi-fi or through TV speaker.
- ☐ Load/save facilities.

ONLY £9.99

STATE TAPE OR DISK

## COM-DRUM EDITOR

- ☐ 24 drum sounds supplied on disk to enable you to construct your own drum kit.
- ☐ Re-arrange sounds supplied with a Com-Drum to make new kits.
- ☐ Load/save facilities.

ONLY £4.99 DISK ONLY

## DATA RECORDER

- ☐ Quality Commodore compatible data recorder.
- ☐ Pause control, counter, etc.
- ☐ Suitable for 64/128
- ☐ Send now for quick delivery.

ONLY £24.99



## DEEP SCAN BURST NIBBLER™

- ☐ The most powerful disk nibbler available anywhere, at any price! Burst Nibbler is actually a two part system - a software package & a parallel cable to connect the 1541/1570/1571 to 64/128 (state type).
- ☐ What gives Burst Nibbler it's power? Conventional nibblers have to decode the data from the disk before it can transfer it using the serial bus - when non standard data is encountered they are beat. Burst Nibbler transfers data as raw GCR code via the parallel cable without the need to decode it so you get a perfect copy of the original.
- ☐ Will nibble up to 41 tracks
- ☐ Copy a whole disk in under 2 minutes
- Regular updates - we always ship the latest
- Fitted in minutes - no soldering usually required
- Full or 1/2 tracks
- No need to buy parallel cable if you have Disk Demon/Dolphin etc.
- Cable has throughbus extension for other add ons.
- Whether to choose FastHack'em or Burst Nibbler? Fast Hack'em is unbeatable value as an "all rounder" - with nibblers, 1 or 2 drive copy, format, file copy, 1571 copy etc. etc., so if you have a more general requirement perhaps Fast Hack'em is for you. Burst Nibbler is a pure nibbler second to none, for the reasons stated. So if it's just making backups you are interested in, there is no other product to beat it!

ONLY £24.99 COMPLETE SOFTWARE ONLY £12.99

CABLE ONLY £14.99



## ROBOTEK 64

MODEL & ROBOT CONTROL MADE EASY.

- ☐ 4 output channels - each with onboard relay.
- ☐ 4 input channels - each fully buffered TTL level sensing.
- ☐ Analogue input with full 8 bit conversion.
- ☐ Voice input for voice control.
- ☐ Software features:- test mode/analogue measurement/voice activate/digital readout etc.

ONLY £39.99

INCLUDING HARDWARE/SOFTWARE/ MIC. ETC.(STATE TAPE OR DISK).



## TOOLKIT IV



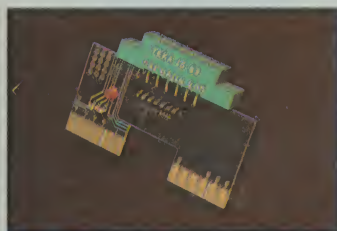
THE ULTIMATE DISK TOOLKIT FOR THE 1540/1541.

- ☐ A disk toolkit is an absolute must for the serious disk hacker. Toolkit IV has more features than most for less.
- ☐ DISC DOCTOR V2 - Read & write any track & sector including extra & renumbered tracks. Repair damaged sectors. Look underneath read errors.
- ☐ HEADER/GAP EDITOR - Decodes & displays ALL header information including off bytes & header gap. Rewrite the entire header & header gap. Renumber sectors. Also edit any sector tail gap.
- ☐ DISK LOOK - Sort directory. Recover lost files. Display file start /end addresses. Disassemble any file program directly from the disk to SCREEN or PRINTER including undocumented opcodes. Edit Bam.
- ☐ FILE COMPACTOR - Can compact machine programs by up to 50%. Save disk space. Compacted programs run as normal.
- ☐ FAST DISK COPY - Copy an entire disk in 2 minutes or less using single 1541.
- ☐ FAST FILE COPY - Selective file copy. Works at up to 6 times normal speed.
- ☐ FORMATTER - 10 second format an entire disk or format any individual track or half track 0 to 41. Re-define any of 30 parameters to create or recreate unique disk formats.
- ☐ ERROR EDIT - Quickly find & recreate all read errors including extras & renumbered tracks or sectors & half tracks from 0 to 41. Even recreates data under errors & allows you to redefine any necessary parameters.

ONLY £9.99



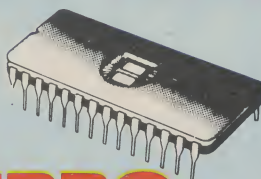
# DATTEL ELECTRONICS



## NEW CLONEMASTER

- ☐ The most effective tape to tape back-up board available.
- ☐ Makes perfect backups of your tapes easily & effectively!!
- ☐ No user knowledge needed at all.
- ☐ On board TTL logic circuitry actually shapes the program & sends a perfect signal to the record cassette - producing a copy better than the original in many cases.
- ☐ L.E.D. indicator shows when data is being transferred to avoid excessive tape winding.
- ☐ Works with almost any program including multi-loaders, turbos & even very unusual type turbos.
- ☐ Requires access to two CBM compatible data recorders.
- ☐ Simply press 'Play' on one recorder & press 'Record' on the other - that's it!
- ☐ You can even make a backup while you are loading the program.
- ☐ This is a total hardware solution - no programs to load - the results are stunning!

ONLY £9.99



## TURBO ROM II

TURBO ROM II IS A REPLACEMENT FOR THE ACTUAL KERNAL INSIDE YOUR 64. IT PROVIDES SUPERFAST LOAD/SAVE ROUTINES.

- ☐ Loads most programs at 5-6 times normal speed.
- ☐ Saves at 5-6 times normal speed as well.
- ☐ Improved DOS support including 10 sec. format.
- ☐ Programed function keys:- load, directory, old, etc.
- ☐ Return to normal kernal at a flick of a switch.
- ☐ FCOPY-250 block file copier.
- ☐ FLOAD-special I/O loader.
- ☐ Plus lots more.
- ☐ Fitted in minutes - no soldering usually required. (On some 64's the old ROM may have to be desoldered).

ONLY £14.99



## SMART CART

- ☐ 32K pseudo ROM.
- ☐ Lithium battery lasts up to 5 years.
- ☐ Simply load the program you require - then flick the switch. The cartridge can then be removed just like a ROM cartridge.
- ☐ Make your own cartridges including autostart types - without EPROM burner. 32K version = 4 x 8K pages.
- ☐ Some knowledge of M/C is helpful - but full instructions included.
- ☐ I/O 2 slot open for special programming techniques.

ONLY £29.99

## RAM DISK

- ☐ Turn your Smart Cart into a 32K Ram/disk.
- ☐ 32K of instant storage area for files/programs.
- ☐ Disk type commands:- load, save, directory, scratch.
- ☐ Program data retained when computer is switched off!
- ☐ Full command set with instructions.

ONLY £9.99

## ROBOTARM

- ☐ Explore the facinating science of Robotics with this full feature RobotArm.
- ☐ Human like dexterity - with 5 axis of movement it is so versatile. It can manipulate small objects with amazing ability.
- ☐ Comes with Accessories including 'Finger' Jaws, Magnetic Attachment, Shovel Scoop, 4 Stabilizing Suction Legs, etc.

- ☐ Easily controlled using 2 joysticks (any 9 pin type) or connected to your computer with our Interface/Software to give Computer/Robotic control (see Interface Offer).
- ☐ Uses 4 HP2 batteries (not supplied) to power motor movement so uses no computer power.
- ☐ Self contained, ready to use (except batteries, joysticks).

ONLY £49.99

## INTERFACE OFFER

- ☐ Unique Software/Hardware package to allow you to interface your computer with the Robotarm.
- ☐ Train mode allows you to store & then repeat movement sequences.

- ☐ Very easy to use.
- ☐ This interface isn't needed to use the Robotarm but interfacing with your computer has great possibilities.

ONLY £24.99  
COMPLETE WITH CABLES



## BLUE CHIP DRIVE



- ☐ External power supply for cool operation.
- ☐ Even works in 1571 double sided mode (128 mode).
- ☐ Fully C64/128 compatible.
- ☐ This drive is now probably the most compatible drive available for the Commodore. More so than even Commodores own '1541C'.
- ☐ Supplied complete with all cables - no more to buy.
- ☐ At last, a top quality drive at a sensible price.

ONLY £129.99

ADD £5.00 FOR COURIER DELIVERY

## ULTRA CRUNCHER

- ☐ The ultimate cartridge based program compactor.
- ☐ Compacts by up to 30%!
- ☐ 3 compacting programs on one cartridge.
- ☐ Fast loading/saving routines.
- ☐ Full DOS support including fast format.

ONLY £12.99 on cartridge

Available as chip only for 256K Superom Board for

ONLY £7.99

## FAST HACK'EM™

- ☐ Multi Module Disk Nibbler - all on one disk.
- ☐ Single 1541 Nibbler - Copy a disk in 2 minutes.
- ☐ Super fast File Copy - under 9 seconds typically.
- ☐ Plus unique "Parameters" mode. These files "unlock" the more heavily protected programs with a parameter for a particular brand or even single program.
- ☐ No other product is such a good "All Rounder" at this price...

ONLY £9.99

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

## HOW TO ORDER ...

### BY PHONE



0782 744707  
24hr Credit Card Line

### BY POST



Send cheques/POs made payable to "Datel Electronics"

### FAX

0782 744292

UK ORDERS POST FREE  
EUROPE ADD £1  
OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS  
AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME - Please reserve goods by telephone prior to visit.

# DATTEL ELECTRONICS

DATTEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE  
GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

SALES ONLY  
0782 744707

TECHNICAL ONLY  
0782 744324



# LAST NINJA 2

Ricky and Roger Wong from Northern Ireland completed Last Ninja II, and have decided to pass on some pretty comprehensive hints, plus the accompanying map.

## KEY

- A: START
- B: BOTTLE
- C: COMPUTER TERMINAL
- D: TRAPDOOR
- E: ELECTRIC CABLES
- F: STAFF
- G: GRILLE
- H: HAMBURGER
- I: CREDIT CARD
- J: DRUGS
- K: KEY
- L: MEAT
- M: MAP
- N: MANHOLE KEY
- O: ORB
- P: PANTHER
- Q: TROLLEY
- R: ROPE
- S: SWORD
- T: TORCH
- U: NUNCHUKAS
- V: SECRET PANEL
- W: SWITCH
- X: SHURIKEN STAR
- Y: CONNECTING SCREENS
- Z: EXIT

## LEVEL 1: CENTRAL PARK



You must collect the bottle (from the tramp) and manhole key (from workmen's hut) to progress. The hamburger and sword are also useful; to enter the shop at the end of the main street, you have to kick the doors in.

Wait for the pedestrian lights to turn green before crossing the road.

Head for the manhole cover in the pavement, open it using the key, and slip down to the third level.

It is important to collect all the objects and weapons before proceeding to the next level. These include the hamburger, map, key, staff, shuriken stars (found in the litter bin — they don't flash), plus the nunchukas (each half found in the two women's toilets).

When near the juggler, jump to avoid his knives.

Open the gate by holding the key, then cross the river by jumping onto the boat, waiting for it to stop, then jumping off. Take the side path and jump from the left hand side to land on the island. Push the boat out using the staff, jump back onto the path and go round the corner to the left. The boat should now appear and can be used to jump across the river (jump off before it stops) and exit to the second level.

First, collect the grille key. Open the grille on the fifth screen to climb down onto the lower level.

Take the middle door of the first three, the left-hand door of the second three, ignore the next two, then go through the left-hand door of the final pair.

To defeat the croc, light the bottle with the torch on the wall, and lob it at the beastie's head. Exit to the third level.

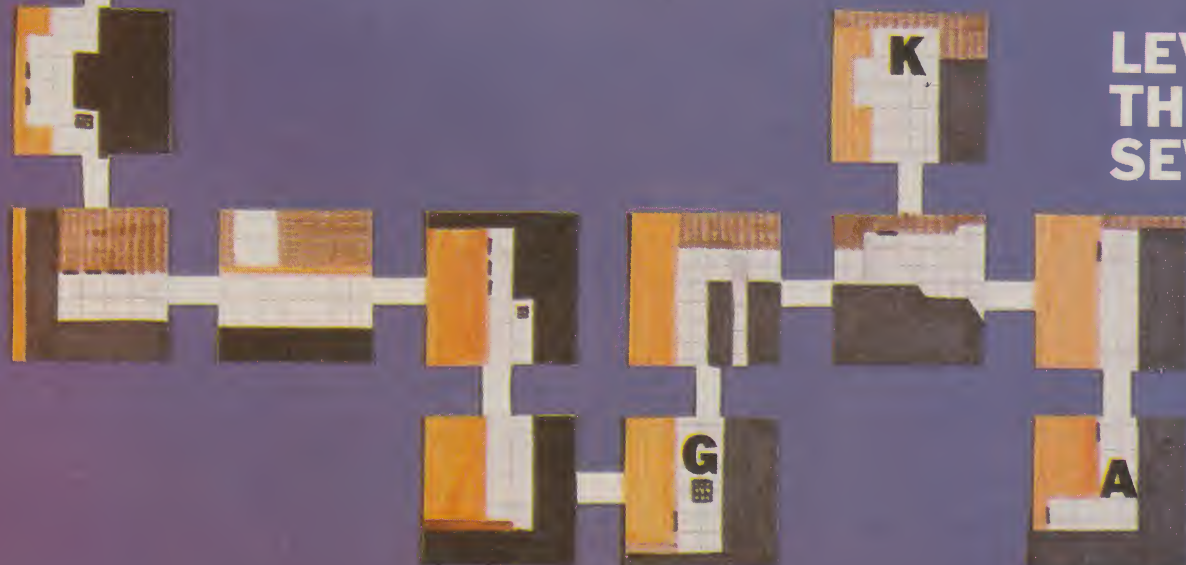


# PLAY TO WIN

## LEVEL 2: THE STREET

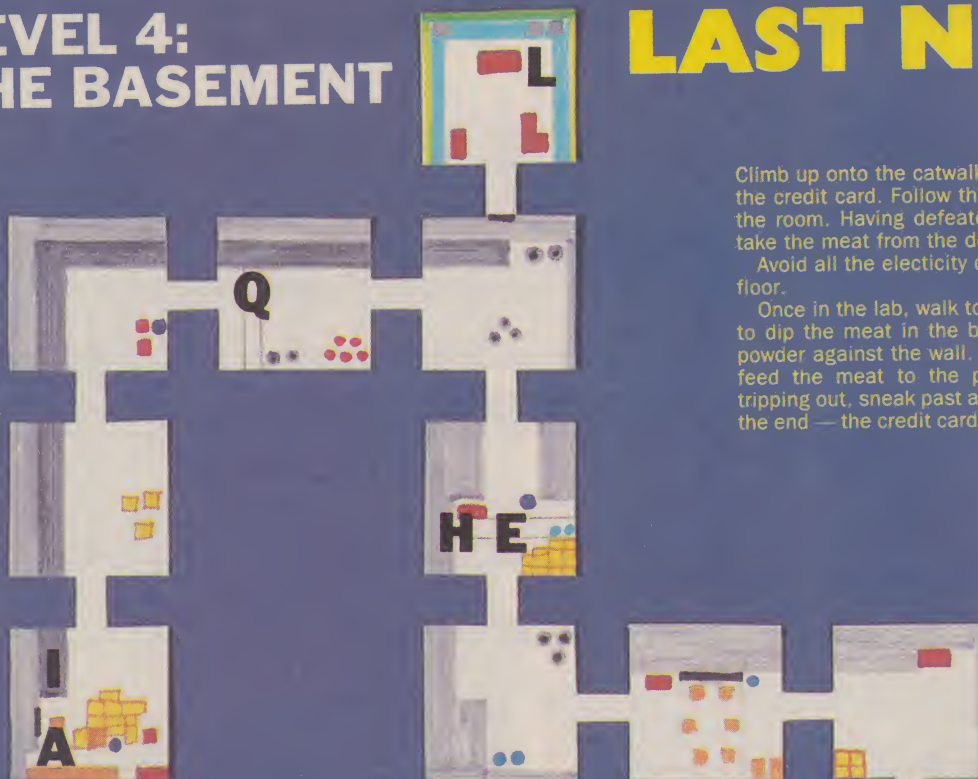


## LEVEL 3: THE SEWERS





## LEVEL 4: THE BASEMENT



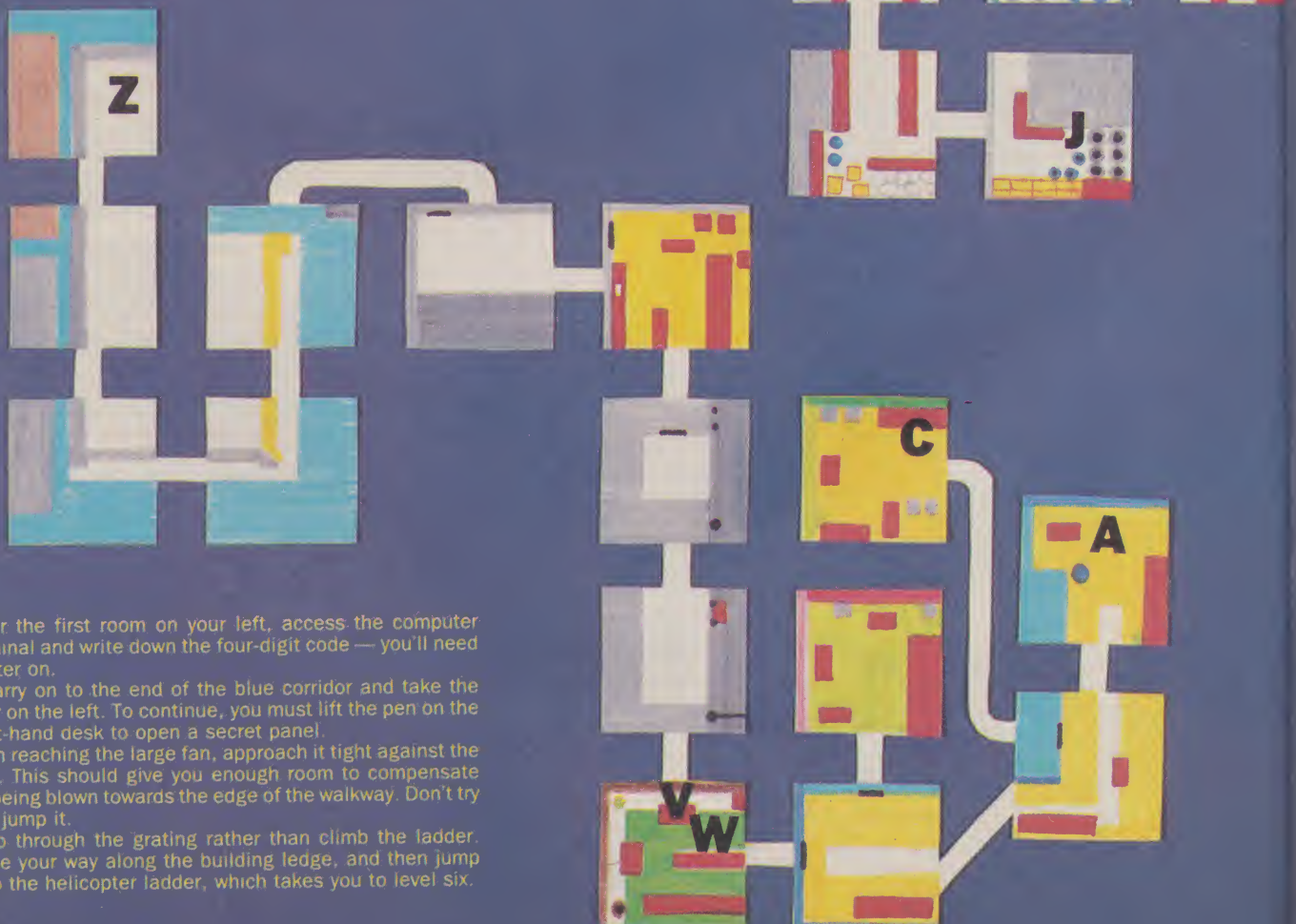
## LAST NINJA 2

Climb up onto the catwalk, go back a screen and collect the credit card. Follow the catwalk to the end and enter the room. Having defeated the guardian, you can then take the meat from the dog bowl.

Avoid all the electricity cables and trolley tracks on the floor.

Once in the lab, walk to the left and around the corner to dip the meat in the box of suspicious-looking white powder against the wall. Go back round the corner, and feed the meat to the panther. While the panther is tripping out, sneak past and exit the level using the lift at the end — the credit card is used here to open the doors.

## LEVEL 5: THE OFFICE BLOCK



Enter the first room on your left, access the computer terminal and write down the four-digit code — you'll need it later on.

Carry on to the end of the blue corridor and take the door on the left. To continue, you must lift the pen on the right-hand desk to open a secret panel.

On reaching the large fan, approach it tight against the wall. This should give you enough room to compensate for being blown towards the edge of the walkway. Don't try and jump it.

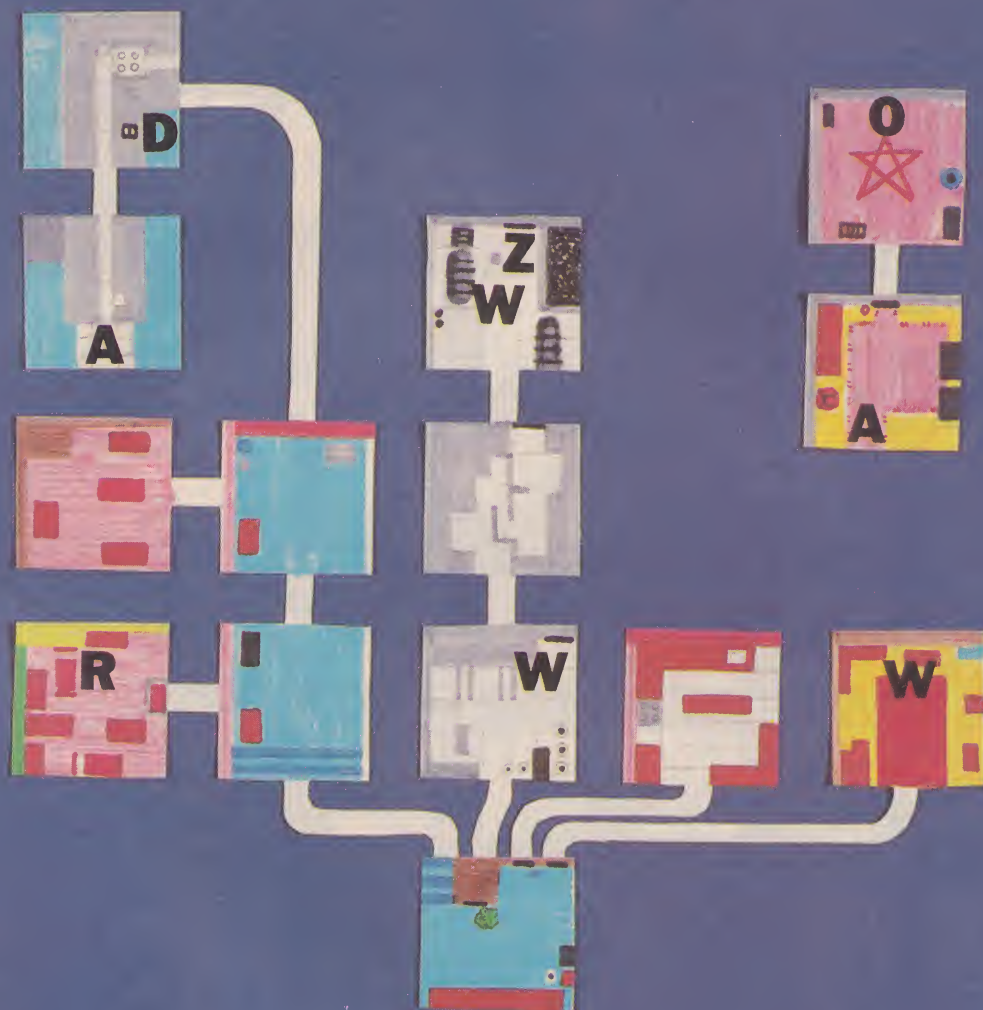
Go through the grating rather than climb the ladder. Make your way along the building ledge, and then jump onto the helicopter ladder, which takes you to level six.



# PLAY TO WIN

## LEVEL 6: THE MANSION

## LEVEL 7: THE FINAL BATTLE



Drop onto the first turret the helicopter passes, then move onto the right-hand one, and finally to the single block on the roof. Make your way slowly to the skylight and drop down.

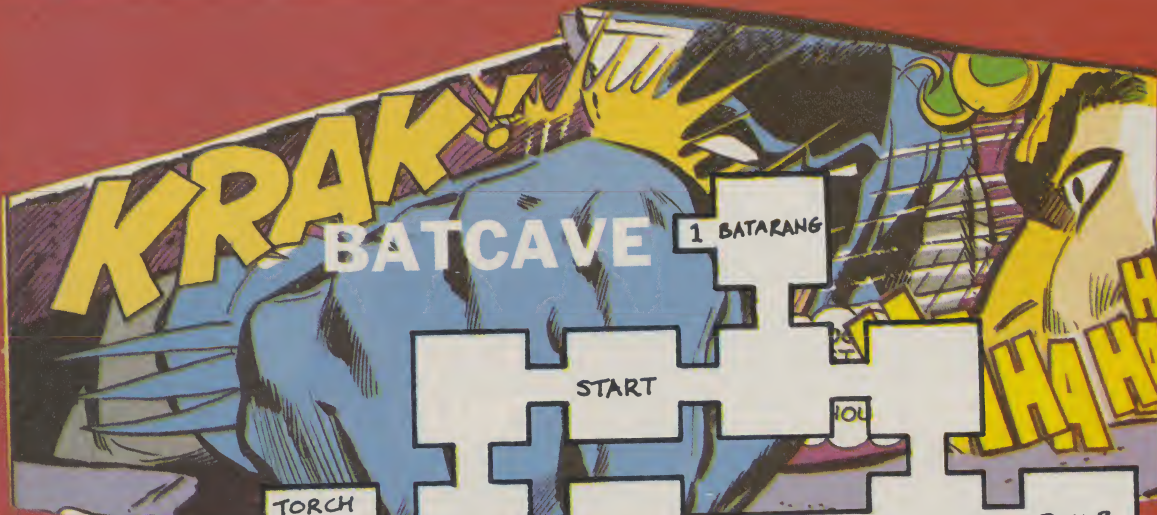
Collect the bell-pull (rope) by the bed in the second room, then go back through the first door (if you go down the stairs, an alarm sounds, alerting the guards.) Enter the dumb waiter at the rear of the room and climb down to the kitchen on the lower floor.

Move into the hallway, and then take the doorway hidden behind the large potted plant to go into the cellar.

Turn on the lights using the panel by the doorway, and then move through the maze into the boiler room. Activate the second switch on the boiler to redirect the steam, allowing you to pass through the doorway into the last level.

Open the safe using the four-digit code, and take the orb out to reveal Kunitoki. To defeat him, you must light all the candles before he awakens. This done, you must replace the orb in the safe to complete the game.





BATCAVE

1 BATARANG

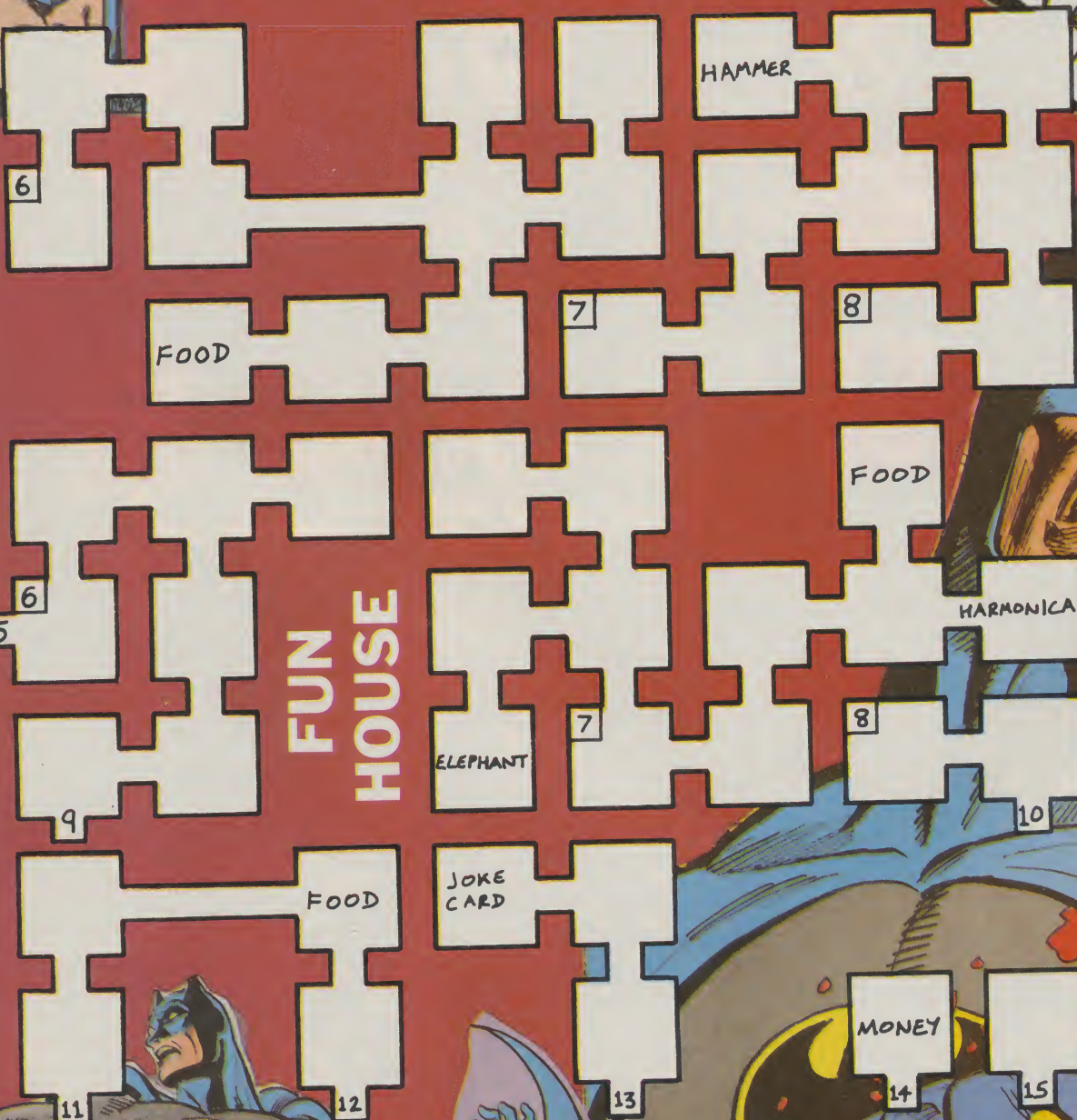
START

YOU

TORCH MASK

BULB

# BATMAN



6

HAMMER

FOOD

7

8

FOOD

6

5

FUN HOUSE

HARMONICA

7

ELEPHANT

8

10

9

FOOD

JOKE CARD

MONEY

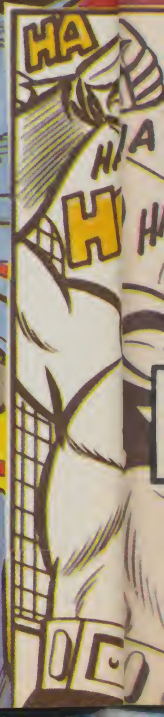
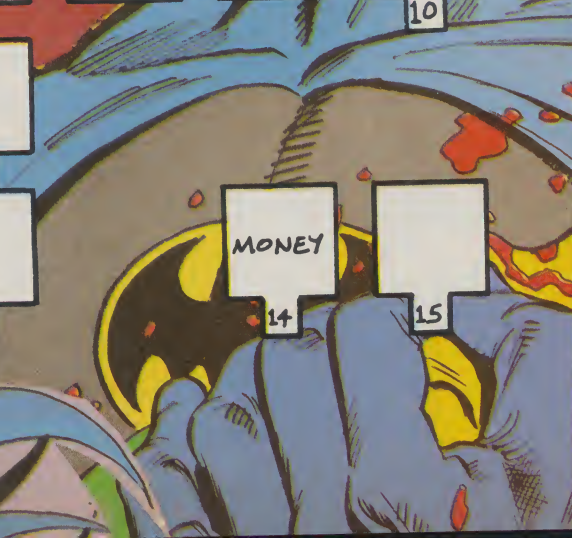
11

12

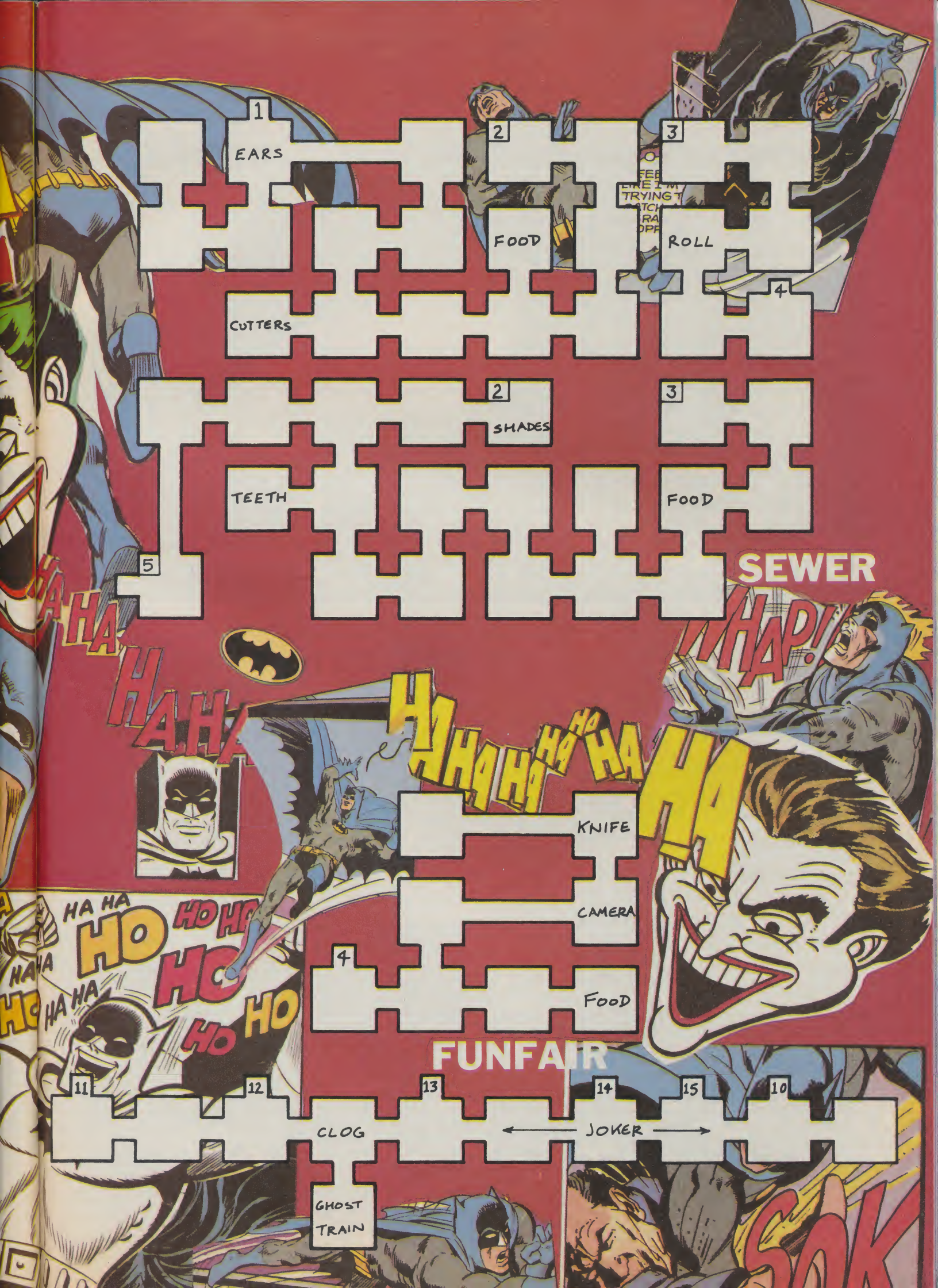
13

14

15







1  
EARS

2  
FOOD

3  
ROLL

CUTTERS

2  
SHADES

3  
FOOD

TEETH

SEWER

KNIFE

CAMERA

FOOD

FUNFAIR

CLOG

JOKER

GHOST  
TRAIN

SOK



# ELITE

Amiga owners just starting off on the long dark road to Elitism, might run into one or two problems. Steve Jarratt acts as an intergalactic vocational guidance counsellor . . .



A Thargoid mothership — the nastiest thing you couldn't wish to meet in the solar system.

## MONEY

The main objective at the start of your new career is to get on with the job of equipping your Cobra Mk III and obtaining, in Elite parlance, an *Iron Ass* (and, presumably, rust-stained underpants.) This takes money, and the quickest way of earning some cash is to settle into a trade routine between Leesti and Diso. Take furs from Lave to Leesti, and then simply shuttle back and forth between Leesti and Diso taking either food or furs, since these commodities are the most cost effective.

Alternatively, the more adventurous can plunge on into unknown territory, but don't bother visiting any of the more dangerous

planets since you're bound to get attacked, and with only a crappy pulse laser at your disposal, you tend not to last very long.



Once the old bank balance is looking a bit healthier, the first thing on the shopping list should be a *Large Cargo Bay*, to make each journey all the more fruitful, cash-wise.



Then, you should go for a *Beam Laser*. This makes fending off the occasional pirate attack that bit easier — but don't get cocky and visit an Anarchy planet, or you'll find yourself floating home (now where have I heard that before . . .)



Next on the shopping list is an *ECM System*. No more worries about incoming missiles that you

can't get a bead on, using electronic counter measures enables you to destroy any missiles in the immediate future.



A *Docking Computer* is probably the next most useful item, since all that manual docking gets a bit boring after a while. Not only can you listen to the *Blue Danube*, but it speeds your overall progress up a bit as well.



It's best to buy the *Extra Energy* unit now, so your shields and weaponry can recharge more quickly, in readiness for the ultimate purchase — a *Military Laser*. Grinning like a homicidal maniac, you can now head for the nearest Anarchy planet safe in the knowledge that all but the most vicious pirate attacks are going to get a good hiding! Also, some of the secret missions cannot be accepted until you are the

proud possessor of this army surplus hardware.



These are the more vital requirements, although some might disagree with the order of purchase. Other items such as *Energy Scoops* and *Mining Lasers* are really a bit of a luxury — and who's got time to spend picking up the odd cargo container or blowing up rocks? (You can always get these a bit later on, to add some variety to the proceedings.)



The *Escape Pod* is pretty useless, since you have both *RAM* and *Disk* save options at your disposal — I suppose it might be useful if you're about to die and haven't saved out for about two hours. . .

## COMBAT

Whenever a group of pirate ships appear, slow down but maintain about a quar-





# PLAY TO WIN

ter of your forward speed. This makes the ship slightly more manoeuvrable, and prevents you from being a sitting duck — or Cobra.

Don't sit around admiring the scenery and waiting for the attack: try to pick off as many pirates as possible before they get too close. You can normally get one or two while they're merely still dots in the distance.

If you already have a forward-firing Military Laser, and there's a few thousand credits burning a hole in your flexible friend (fnar, fnar) you could do as well to add some hardware to the left, right and rear view screens as well.

The real trouble with combat in space is that most of the pirate ships are a little bit more manoeuvrable than your pile of old Cobras. As they go whizzing across your view-screen, turning to keep them in your sights is the worst thing you can do: they simply disappear off-screen and then you have

to spend precious seconds turning in the other direction trying to find them again. It's more effective if you can switch to the corresponding viewing screen and carry on blasting from there.

Shooting from the side screens is tricky because of the strange way the view reacts to the joystick movements, so at first it's probably better to swap between front and rear views, toggling the 'reverse joystick' option each time. It takes a while to become proficient, but saves you staring into space whilst getting your Iron Ass blown off.

Missiles should only be used when there are five or six ships attacking at the same time. Try to target the closest ones, and if they have an ECM system, don't bother firing any more. Only use the Energy Bomb as a last resort — and remember, it doesn't work on Thargoids, so don't waste it.

## PROMOTION

A quick way of bumping up your ratings is as follows: buy a Galactic Hyperdrive, then fly to a space station — any one will do. Park yourself directly in front of the entrance some distance away, and then shoot the station. After a while, Police craft are launched — straight into your laser beams and are blown to bits. You can now sit here for as long as you like, increasing your 'kills' accordingly.

When you have a) killed enough Police; b) got bored; c) accidentally let a few Vipers past and are getting the stuffing knocked out of you; then it's time to 'Control H' the hell out of there. Fortunately, your criminal record is also wiped clean in the process. If only all things in life were so easy.

## GENERAL

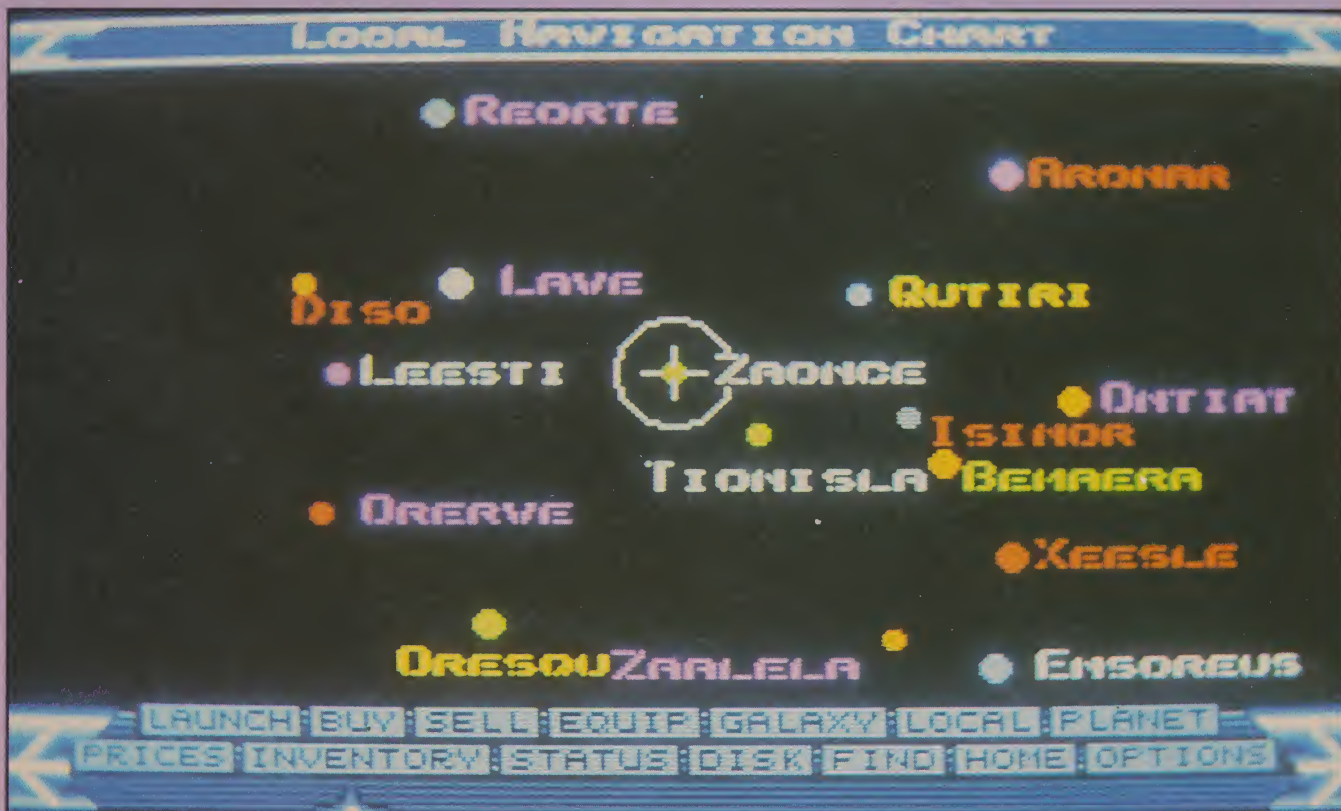
Whenever you decide to

head for a new Galaxy, take a full supply of everything: the hyperspace jump is particularly adept at dropping you straight into the middle of a local pirates meeting, or a Thargoid bring 'n' buy sale.

If you are attacked by Thargoids, you can make the most of the situation by collecting baby Thargoid ships using your fuel scoop. On docking at the next station, you'll find that you have some illegal alien items to trade — and you've probably got a criminal record too.

Smuggling contraband can be extremely profitable — especially around Anarchy planets — but it's best to dabble occasionally. If you do it too often, you'll find that the bottom falls out of the market.

If some Intergalactic spiv asks you to smuggle some special cargo — however persistent he might be — DON'T DO IT! It's more than likely to be Trumbles.





**CAPCOM**  
**3 x 10p**

**W**ell, nobody can accuse Capcom of rushing in to capitalise on the early success of *Ghosts 'n' Goblins*. It's been a good three years since the original run, jump and fight classic, and only now has *Ghouls 'n' Ghosts* been released.

But then again, *Ghouls 'n' Ghosts* is really so much of a leap forward from its relatively humble predecessor that it could nearly be a different game.

The scenario once again has you trying to battle through an extraordinary array of supernatural nasties to save a damsel in distress; but the scenery through which our intrepid hero makes his way has been so dramatically enhanced that he could hardly be blamed if his mission completely slipped his mind in his admiration for the wonders about him. Happily for us — and unfortunately for him — these landscapes are crammed with unpleasant beings (used-to-beings?) of every shape and form.

Our man starts out, as before, in a dark churchyard, stoutly clad and dispatching spears at everything that moves. The undead raise themselves from the ground and

come for you, so you've got to be fairly nippy in your gravestone-vaulting and lance-throwing.

The meanies are all over the place, sabre-bearing buzzards hop down slopes, man-eating plants spring up from the earth, skeletons and vampires jump out from behind gravestones and turtles trundle relentlessly towards you.

As you move through the levels, you have to vault tombstones, climb up ladders, jump very accurately from foothold to precarious foothold in order to avoid death in its many and varied forms. The backgrounds change from gloomy graveyard to dank forest (rain and wind blowing

# ARCADE GHOULS 'N'



*Stripped to the undies.*



*To the manor born.*



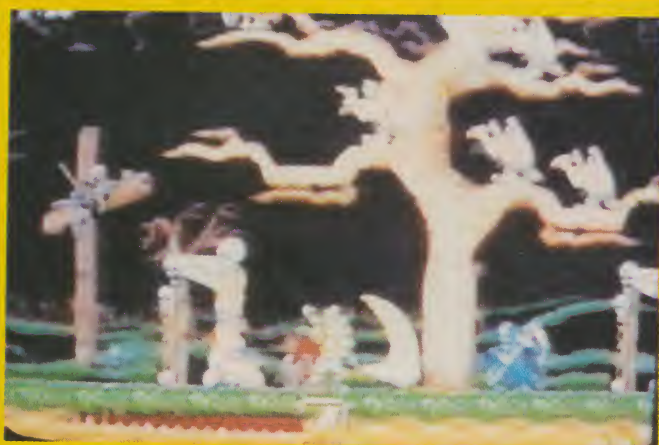
# HADES 'N' GHOSTS

Assuming you have managed to acquire armour, you'll be able to withstand two blows before you crumble into a pile of bones (the first hit strips you down to your smalls, which is really quite funny). But any contact with a foe at all counts as a hit, and believe me, with the large number of nasties that come at you from all angles, you'll be pumping in those extra coins and pressing "continue" quite a lot, unless you're a very superior gamer indeed.

*Ghouls 'n' Ghosts* takes the humble charm of its predecessor, spices up the gameplay considerably, upgrades the graphics tremendously, throws in new touches, terrors and tests at every turn and generally turns a pleasantly dated romp into a brilliant, visually stunning and extremely entertaining coin-op, as good as and better than almost anything you're likely to climb into or onto in your local arcade this year.

A hit, gadzooks!

**Nick Kelly**



*Rumble in the graveyard.*

straight in your face and slowing you down) to fiery underground caverns. Bridges crumble, granite conveyor belts have to be jumped on and off at precisely the correct time, and you even get to fight your way upwards on a beastie beset rock elevator. The minds who thought this up must have a hard job getting to sleep.

There are treasure chests scattered about the place which, if they're crushed by the noble knight will give him a suit of armour, extra and more powerful weapons and the like — however sometimes they're just coffins in disguise and a ghoul hops out instead of a treat.

GRAPHICS:	9
SOUND:	7
TOUGHNESS:	9
ENDURANCE:	9
CONVERTABILITY:	9
OVERALL:	9



*G 'n G — spooky but nice.*

Thanks to Electrocoin for allowing us to take pictures.



# ARCADES

**T**op Landing is Taito's second foray into commercial aircraft simulators, and works considerably better than its vector graphic drawn predecessor of 1987, *Midnight Landing*.

You start out with a quick trial take-off and landing at Taito Airport, which should be a doddle. First you guide your aircraft out on to the runway, align it, then take off. This is all guided by onscreen commands as well as the rather muffled control tower's audio instructions. Basically the idea is, as in real life, to bog down the runway picking up speed, and when you're going sufficiently quickly, to lift the nose and soar off into the great blue yonder. You score points for the smoothness of your take-off; if you're nearly faultless, you might score a K.L.M. pilot standard of 60 or more, but if



The pilot's lot is not a happy one . . .

Taito Airport isn't too bad — you just aim roughly at the landing lights, obey the cardinal rules and Bob should, with a bit of luck, be your uncle.

Once you try to land in Rio De Janero, Toyko and San Francisco, each with its own climatic peculiarities affecting the performance of your craft, your work is going to be cut out for you.

The varying conditions are cleverly recreated, the graphics suitably representative of the various city airports you're heading for and the technical realism of the whole game is without doubt, without some form of intelligible instruction from the control tower — even onscreen messages would be better than partially audible mumbling — *Top Landing* is reduced to a hit and miss arcade

## TAITO 3 x 10p TOP LANDING

you're more at the level of a Yemenite Air Corps trainee, well perhaps you'll only cop a measly 18. But unless you're really a little bit hopeless you should get off the ground O.K.

Happily, *Top Landing* skips the next three hours of eating plastic food, watching crap films and listening to the Mike Read pop selection on your inflight entertainment system and moves you straight along to the most tricky manoeuvre a pilot has to undertake routinely — landing.

And, of course, it's no joke. Basically, just like the real thing, the theory is straightforward enough;

decrease power gradually and keep the nose up, making sure not to decrease power *too* much and making the necessary minor adjustments to keep yourself on course. However, in practice the minor adjustments are absolutely key, and, particularly for the hard of hearing, incredibly difficult to get exactly right. The hard of hearing? Yup, that's right — *Top Landing's*

major drawback is that the sound — consisting of radio-ed instructions from the control tower — is nigh impossible to make out in your average arcade, especially if the cabinet next door just happens to be *Operation Wolf*. And without the air traffic controller telling you to bear left or decrease power or whatever, getting this bird down in one piece is likely to end in a major disaster.

game, rather than a realistic simulator.

No doubt pilots do have to accept their instructions from crackly, scratchy radio. But I sure as hell hope I'm never on a plane where the pilot shares his cockpit with a wall of shoot 'em ups.

**Nick Kelly**

GRAPHICS:	8
SOUND:	2
TOUGHNESS:	7
ENDURANCE:	6
CONVERTABILITY:	8
OVERALL:	6

Coming in on a wing and a prayer.





## NEW FOR YOUR COMMODORE FROM TRILOGIC!

### AMIGA AUDIO DIGITISER

MK II VERSION WITH  
IMPROVED PERFORMANCE

Only TRILOGIC could bring you a high quality audio digitiser at an amazingly low price. It has SUPERB PERFORMANCE, with adjustable sensitivity, a LED level indicator to help you set the input signal for perfect results, & even a lead to connect to your personal stereo, radio or portable keyboard is included. Works with most software including Prosound, Audiomaster, Datal Prosampler & Perfect Sound.

NEW Improved A500 Digitiser, Leads & Instructions — ONLY £27.99

Public Domain Disk with Sampling Software — ONLY £4.99\*

(\* Supplied by George Thompson Services, Dippen Brodick, Arran, Scotland)

Gender Changer Required for A1000 — £2.00 EXTRA

**GET THE PICTURE? — IT'LL BE SHARPER, AND CLEARER WITH A TRILOGIC AMIGA TO TV RGB LEAD AND COULD SAVE YOU £££s.**

We have leads to connect all AMIGAS to your TV or colour monitor provided it has an RGB input socket. All leads give a much clearer picture than using the AMIGA MODULATOR, permit ALL 4096 colours to be displayed and include the audio lead (to give stereo with stereo tv's).

ORDER AL 1 FOR TV's WITH 21 PIN EURO (SCART) SOCKET. FITS PHILIPS, FIDELITY, SONY, GRUNDIG, NORMENDE, ETC. **ONLY £9.99**

ORDER AL 2 FOR FERGUSON TV's WITH 7 OR 8 PIN DIN SOCKET. MODELS MC01 & MC05, ETC. **ONLY £9.99**

ORDER AL 4 FOR HITACHI & GRANADA TV's WITH 7 PIN DIN SOCKET MODELS CPT1444, ETC. **ONLY £9.99**

OUR LEADS ARE GUARANTEED TO WORK WHERE OTHERS DON'T!

LEADS ALSO AVAILABLE FOR ATARI ST RANGE. PLEASE CONSULT US IF IN DOUBT.

**ATTENTION 1901 MONITOR OWNERS.**

Why not have your 1901 monitor converted to work with the AMIGA OR ATARI ST — the performance is indistinguishable from the CBM 1084 monitor. After conversion, your 1901 will display all 4096 colours & existing inputs are NOT affected so it remains compatible with the C64 & 128. Conversion costs only £29.95 including lead for callers (carried out while you wait). Or £53.95 including nextday collection & delivery by courier. Please phone to arrange an appointment or collection.

### AMIGA HARDWARE

A500 WITH MOUSE	£369.99
A500 WITH MODULATOR	£389.99
A500 + MODULATOR & £160 SOFTWARE PACK	£429.99
A500 WITH 1901 CONVERTED MONITOR	£588.98
3.5" EXT DRIVES + SWITCH — CUMAN LOW POWER TYPE	£99.99
A500 RAM EXPANSION + CLOCK, 512K (incl ram chips)	£147.99
1901 COLOUR MONITOR CONVERTED FOR AMIGA NEW	£219.99
CITIZEN 120D PRINTER FOR AMIGA INCL LEAD	£149.99
1084S STEREO COLOUR MONITOR FOR AMIGA	£279.99
COMMODORE PC1 + MONO MONITOR	£360.00

Add £6 for next day delivery (credit card orders).

### OTHER INEXPENSIVE AMIGA LEADS

2nd DRIVE SWITCHED LEAD — Disables external drive to permit programs to load.	PART NO.	PRICE
	ADE 2	ONLY £12.99
2nd DRIVE SWITCHER — Fits between drive connector and Amiga disk drive port. Can be used when power is on.	ADE 3	ONLY £8.99
MOUSE/JOYSTICK SWITCHER & PORT EXTENDER — Extends the port and has sockets for mouse and joystick with push-button switch for mouse or joystick selection.	DJA 1	ONLY £9.99
AMIGA 64 EMULATOR LEADS — Connects 1541 ETC to your AMIGA. There are several programs which need this lead.	AEL 1	ONLY £4.99
MODULATOR EXTENSION LEADS	MEL 1	ONLY £8.99
AMIGA PRINTER LEAD — Parallel Type 1.5M long	AMP 1	ONLY £6.99
3.0M long	AMP 3	ONLY £9.99

PLEASE STATE WHICH AMIGA YOU HAVE WHEN ORDERING.

### NEW — AMIGA HI-FI LEADS & AUDIO ACCESSORIES

TAKE FULL ADVANTAGE OF THE AMIGA'S AMAZING SOUNDS BY CONNECTING IT TO YOUR HI-FI SYSTEM. OUR STEREO LEADS FIT MOST HI-FI, MIDISYSTEMS ETC.

STEREO PHONO PLUG	(RCA JACK) 3M LONG	AHL1 — ONLY £3.99
TO PHONO PLUG	AS ABOVE BUT 5M LONG	AHL2 — ONLY £4.99

### AMIGA MINIAMP 1 NOW COMPLETE WITH REMOTE VOLUME CONTROL

This neat stereo amplifier connects directly to your AMIGA & boost the audio output so that you can enjoy the AMIGA's amazing stereo sound in complete privacy.

MINIAMP 1 NOW WITH REMOTE VOLUME CONTROL	ONLY £14.99
QUALITY STEREO HEADPHONES IF PURCHASED WITH MINIAMP 1	ONLY £3.99

### AMIGA MINIAMP 2 — WITH TWIN STEREO SPEAKERS

MINIAMP 2 combines a mini stereo power amp with two neat speaker units which connect directly to your AMIGA. They are ideal for use with mono TVs & monitors, & simply plug in for instant stereo sound. You'll be amazed at the difference.

MINIAMP 2 WITH REMOTE VOLUME CONTROL & ALL LEADS ONLY £19.99

### SUNDRY ITEMS — BARGAIN PRICES

3 1/2" DISKS, QUALITY DS/DD BULK PACKED DISKS, PER PACK OF 10	ONLY £12.99
3 1/2" DISKS, QUALITY DS/DD BULK PACKED DISKS, PER PACK OF 25	ONLY £27.49
3 1/2" DISK BOX FOR 40/50 DISKS, SMOKED LID, LOCKABLE	DSB4 — ONLY £8.49
3 1/2" DISK BOX FOR 80 DISKS, SMOKED LID, LOCKABLE	DSB5 — ONLY £10.49
3 1/2" DISK BOX FOR 100 DISKS, SMOKED LID, LOCKABLE	DSB6 — ONLY £12.49
QUICKSHOT 2 JOYSTICK WITH AUTOFIRE	QSJ1 — ONLY £7.99
QUICKSHOT 2 TURBO, MICROSWITCHES & AUTOFIRE — GREAT	QSJ2 — ONLY £11.99
PRO5000 MICROSWITCH JOYSTICK	JPR1 — ONLY £12.99
A500 DUSTPROOF, FLAMEPROOF MATERIAL	ADC1 — ONLY £4.99
A4 ANTISTATIC NON SLIP FOAM MOUSEPAD	AFM1 — ONLY £4.99

Please add 75p part postage + packing to orders under £15.00



Trilogic Dept. , Unit 1,  
253 New Works Road  
Bradford, BD12 0QP. Tel. 0274 691115

Fax 0274 600150

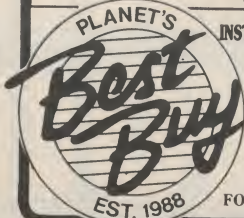


FAST MAIL ORDER SERVICE — PROMPT DISPATCH — ALL PRICES FULLY INCLUSIVE PLUS 10 DAY MONEY BACK GUARANTEE ON ALL ITEMS. PAYMENT BY CASH, CHEQUES PAYABLE TO TRILOGIC BY POSTAL ORDER, ACCESS OR VISA. ADD £1 EXTRA FOR EXPORT ORDERS. PAYMENT IN STERLING ONLY PLEASE.

## The Instant Catalog

VOL. 1. X-MAS SPECIAL WIN AN ATARI ST. No. 2

	CASS	DISK					CASS	DISK
19 - Root Camp	6.45	9.99					Last Ninja 2	8.75 9.99
AD&D Heroes of Lance	N/A	14.99					L&D Storm	6.95 10.99
AD&D Pools of Radiance	N/A	17.99					Live & Let Die	6.45 8.75
Afterburner	6.95	9.99					Mickey Mouse	6.45 9.99
Alien Syndrome	6.45	9.99					Microsoccer	9.99 12.99
Arachyte	6.45	8.75					Windfighter	9.99 12.99
Artura	6.95	10.99					Muncher	6.95 10.99
Barbarian II	6.45	8.75					Netherworld	6.45 9.99
Bard's Tale III Disk	N/A	12.99					Night Raider	6.45 9.99
Beyond the Ice Palace	6.45	7.99					Operation Wolf	6.45 9.99
Bionic Commando	6.95	10.99					P Beardsley Football	6.45 9.99
Black Tiger	6.45	9.99					Pacmania	6.45 9.99
Bobby Taz Show	6.45	9.99					Pro Soccer Simulator	6.45 9.99
Bombuzal	6.45	8.75					Rambo III	6.45 9.99
Captain Blood	6.45	9.99					Red Storm Rising	9.99 12.99
Corruption Disk	N/A	12.99					Return of the Jedi	6.45 8.75
Cyberoid II	6.45	9.99					Robocop	6.45 9.99
Daley's Olympic Challenge	6.45	9.99					R-Type	6.45 9.99
Dark Side	6.45	8.75					Samurai Warrior	5.99 9.99
Double Dragon	6.95	10.99					Savage	6.45 8.75
Dynamic Duo	6.45	8.75					SDI	6.95 10.99
Echelon	9.99	10.99					Sinbad Disk	N/A 9.99
Evelyn Hughes Int Soccer	6.45	8.75					Space Ace	10.99 12.99
Exploding Fist Plus	6.45	8.75					Spitting Image	6.45 8.75
Football Manager II	6.45	9.99					Stealth Fighter	9.99 12.99
Fox Fights Back	6.45	8.75					Street Sports Soccer	6.45 9.99
F-16 Combat Pilot	9.99	12.99					Strip Poker II Plus	5.25 6.45
G I Hero	6.45	8.75					Summer Olympiad	6.45 9.99
Game Over II	5.99	8.75					Thunder Blade	6.95 10.99
Great Giana Sisters	6.95	8.99					Tiger Road	6.95 10.99
Guerrilla War	6.45	9.99					Times of Lore	6.45 8.75
Gunship	9.99	12.99					Total Eclipse	6.45 8.75
Hawk Eye	6.45	8.75					Tracksuit Manager	6.45 N/A
Impossible Mission II	6.45	9.99					Trivial Pursuit AMB	9.99 12.99
Ingrid's Back	9.99	9.99					Typhoon	5.99 8.75
Intensity	6.45	8.75					Ultima 5 Disk	N/A 15.99
Lancelot	9.99	9.99					Ultimate Golf	6.95 10.99
							Victory Road	5.99 8.75



INSTANT, Dept CU, Boston House, Abbey Park Road, Leicester LE4 5AN

Mail Order Only. State Computer's make and model.

P&P: 50p on orders under £5. EEC 75p per title.

Whole World £1.50 per title for Air Mail.

New titles sent on the day of release.



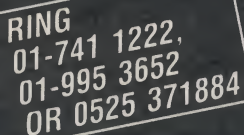
0533 510102

FOR DISK PRICES & NEW RELEASES PLEASE RING US.





**309 Goldhawk Road, London W12 8EZ**



If you wish to purchase any product from our list and find that you can buy the same product cheaper from another mail order company, simply enclose the lower amount, stating the name of the other company and where you saw the advert. (It must be a current issue). Price Promise does not apply to other companies "Special Offers".

**ENQUIRIES**  
**01-748 3597**

Daley T. Decathlon  
Jet Set Willy  
Staff of Karnath  
Beachhead

Gauntlet  
Ace of Aces  
Leaderboard  
Winter Games  
Infiltrator

Airwolf II  
Catball  
Great Gurianos

Elite, Starglider  
Ace 2, Sentinel,  
Tetris

Green Beret  
Great Escape, Top Gun  
Army Moves, Rambo

GHOSTBUSTERS, F.A.  
CUP FOOTBALL, AGENT X,  
KANE, L.A. SWAT, ZOLYX  
NINJA MASTER, RASPUTIN,  
OLLIE AND LISA, RICHOCHEET,  
WAY OF THE EXPLODING FIST,  
DAN DARE, FORMULA 1,  
SIMULATOR, BRIAN JACKS  
SUPERSTAR CHALLENGE,  
TAU CETI, I BALL, PARK PATROL  
THRUST, HARVEY HEADBANGER  
WAR CARS

Fighter Pilot  
Ghostbusters  
Kung Fu Master  
Barbarian

Frank Bruno's Boxing  
Commando  
Bombjack  
Airwolf

Green Beret  
Yie Ar Kung Fu  
Hypersports  
Ping Pong  
Mikie

Entombed  
Matchpoint  
Matchday  
Bruce Lee

Saboteur II  
Thanatos  
Sigma 7  
Deep Strike

Paperboy  
Ghost 'n' Goblins  
Battleships  
Bombjack

ONLY £10.50, DISC £13.99  
A.T.C., SPITFIRE 40,  
ACE, STRIKE FORCE  
HARRIER, TOMAHAWK,  
A.T.F.

Vertical Pursuit .....	14.95	6.99
1943 Battle of Midway .....	9.99	7.99
Jailbreak .....	9.95	2.99
Roadblasters .....	9.95	7.99
Countert II .....	9.99	5.99
International Soccer .....	14.95	5.99
Street Fighter .....	9.99	7.99
Typhoon .....	9.95	5.99
Outrun .....	9.99	5.99
720° .....	9.99	5.99
California Games .....	9.99	5.99
Ace .....	1.99	1.99
Bionic Commandos .....	9.99	7.99
Batman .....	9.95	6.50
Friday 13th .....	9.99	2.99
Enlightenment - Drud II .....	9.95	2.99
Way of the Exploding Fist .....	9.95	1.99
Guerrilla War .....	9.95	6.50
Rambo III .....	9.95	6.50
Indecent .....	9.95	5.99
Operation Wolf .....	9.95	6.50
Brian Clough's Football Fortunes .....	14.95	5.99
Rastan .....	9.95	3.99
Rampaged .....	14.95	2.99
View to a Kill .....	9.99	2.99
Sherlock .....	14.95	3.99
Zim Zala Bim .....	14.95	9.99
Combat School .....	9.95	5.50
Super Sprint .....	8.95	2.99
Harrier Attack .....	8.99	1.99
Matchpoint .....	9.99	2.99
Quo Vadis .....	8.95	3.99
Jet Set Willy II .....	8.95	2.99
Manic Miner .....	8.95	2.99
Octapolis .....	9.95	2.99
Arkanoed II .....	8.95	4.99
Gryzor .....	8.95	3.99
Trax .....	9.95	1.99
Hydrex .....	9.95	2.99
Battle of Guadal Canal .....	9.95	3.99
Army Moves .....	8.95	3.99
Target Renegade .....	8.95	5.50
Renegade .....	8.95	3.99
Arkanoed .....	8.95	3.99
Game Over .....	9.95	4.99
Empire Strikes Back .....	9.95	2.99
World Cup Football .....	8.95	2.99
Moon Cresta .....	8.95	99p
Dare Devil Dennis .....	7.95	75p
Kensington .....	14.95	3.99
Sidewize .....	9.95	3.99
Split Personalities .....	8.95	2.99
Head Over Heels .....	8.95	3.99
Nike + Hypersports + Parallax .....	N/A	3.99
Football Manager II .....	9.95	6.50
Sun Star .....	9.95	99p
Living Daylights .....	9.95	1.99
Double Take .....	9.95	1.99
Star Wars .....	9.95	4.99
Quake Mirus One .....	9.95	99p
Firefly .....	8.95	4.99
Matchday II .....	9.95	5.50
Death or Glory .....	9.95	99p
Neither World .....	9.95	1.99
Eddie Kidd's Jump Challenge .....	8.95	99p
Kyle's Olympic Challenge .....	9.95	5.99
Not a Penny More Not a Penny Less .....	14.95	5.99
Platoon .....	9.95	6.99
Quick Thinking .....	8.95	2.99
Bombing .....	8.95	3.99

Star Rider (Disc Only).....		19.95	5.99
Wizball.....	D3	8.95	3.99
Pacmania.....	D3	8.95	6.50
Night Rider.....	D3	8.95	7.50
Lancelot.....	D4	9.95	10.50
Techno Cop.....	D4	9.99	7.50
Cybernoid II.....	D4	9.99	7.50
Tracksuit Manager.....	D3	8.95	6.99
Cricket Tiger.....	D4	9.99	7.50
Red Storm Rising.....	D5	14.95	10.50
Darkside.....	D3	8.95	6.99
4x4 Off Road Racing.....	D4	9.99	7.50
Eliminator.....	D4	9.99	6.99
Espionage.....	D3	9.95	6.99
Fernandez Must Die.....	D2	9.99	6.99
R-Type.....	D3	9.99	7.25
Sunship.....	D5	14.95	10.50
Football Director.....		9.95	6.99
Football Director II.....	D4	19.95	12.50
Pool of Radiance (Disc Only).....		24.99	17.95
Heroes of the Lance (Disc Only).....		24.99	17.95
Afterburner.....	D3	9.99	7.25
The Games Winter Edition.....	D4	9.99	7.50
Time & Magic.....	D3	14.95	10.50
Airbourne Ranger.....	D5	14.95	10.50
Barbarian II.....	D3	9.95	6.99
Bubble Bubble.....	D3	9.95	6.99
Cracken Blood.....	D3	9.95	6.99
F-15 Strike Eagle.....	D5	14.95	10.50
Flight Simulator II.....	D6	19.95	13.50
Gunfight.....	D3	9.95	2.95
Hawkeye.....	D3	9.95	2.95
Hopping Mad.....	D3	9.95	6.95
Last Ninja II.....	D3	12.99	8.99
Project Stealth Fighter.....	D4	14.95	10.50
Knight Games I.....	D4	9.95	2.95
Lords of Midnight.....		9.95	9.99
Gutz.....	D3	8.95	3.99
Foxy Fights Back.....	D3	9.99	6.99
F-Wrecks.....	D4	9.99	7.50
Emlyn Hughes Int. Soccer.....	D4	14.95	6.99
Drifter.....	D4	9.95	5.99
A.T. 1.1.....	D3	8.99	6.50
Thunderblade.....	D4	9.99	7.50
4 Play Soccer Simulator.....	D3	9.99	6.99
Tiger Road.....	D4	9.99	6.99
Armageddon.....	D3	9.99	6.99
Micro Soccer.....	D5	14.95	10.50
Bombuzal.....	D3	8.99	6.50
Return of the Jedi.....	D3	9.95	6.99
Roboco.....	D3	9.95	6.99
Double Dragon.....	D3	9.95	6.50
Live and Let Die.....	D3	9.95	6.99
F-16 Combat School.....	D3	14.99	10.99
Total Eclipse.....	D3	9.95	6.99
Trivial Pursuit New Beginning.....	D5	14.95	10.99
Ultima 5 (Disc only).....		24.95	16.99
Wec Le Mans.....	D3	9.95	5.95
Pirates.....	D5	14.95	10.99
State of the Mind.....	D3	14.99	10.99
Star Trek.....	D2	9.99	6.99
Times of Lore.....	D3	9.95	6.99
Starway.....	D3	12.95	9.95
Risk.....	D5	14.95	10.50
Victory Road.....	D3	8.95	5.99
Dragon Slayer.....	D3	8.95	6.99
Savage.....	D2	9.99	6.99
The Games Summer Edition.....		9.95	7.50
Dragon Ninja.....	D3	9.99	7.25

**DISC AVAILABLE — D1 £8.99 D2 £9.50**  
**D3 £10.50 D4 £12.50 D5 £13.95 D6 £27.99**

**ONLY £7.99 DISC £12.99**  
KARNOV, CRAZY CARS,  
GRYZOR, TARGET RENEGADE  
PREDATOR, COMBAT SCHOOL  
PLATOON BARBARIAN

**ONLY £8.99 DISC £12.99**  
IKARI WARRIORS,  
BUGGY BOY THUNDERCATS,  
DRAGON'S LAIR  
ENDURO RACER

**ONLY £5.99 (DISC £12.99)**  
RENEGADE, BARBARIAN  
1K+, RAMPAGE  
SUPER SPRINT

**ONLY £9.99 DISC £14.50**  
GAUNTLET II, ROLLING THUNDER  
CALIFORNIA GAMES, 720°  
OUTRUN

SAMURAI WARRIOR, DRUID II  
MORPHEUS, FRIGHTMARE,  
TARZAN, NINJA HAMSTER, TRA  
MYSTERY OF THE NILE  
MEGA APOCALPSE, MAGNETRO

Please send me the following titles. BLOCK capitals please!  
Type of computer \_\_\_\_\_

Please send me the following titles. BLOCK capitals please!	
Type of computer _____	Amount
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	

[illegible]

\_\_\_\_\_

Please make cheques or postal orders payable to **S.D.C.**

Prices include P&P within the UK: Europe please add £1 per tape:

Elsewhere please add £1.50 extra per tape



# ARCADES

**S** *Shadow Warriors*, for one or two players, really is the next generation for *Double Dragon* fans. The plot's standard; fight through packs of increasingly tough warriors, hit 'em several times to floor 'em, floor 'em several times to finish 'em off. The controls, however, are anything but average.

You've got a joystick and three buttons each. One button produces punches, standard kicks and roundhouse kicks depending on the angle of the joystick. A second button allows you to jump straight upwards — and if there happens to be a bar or scaffolding above you it allows you to hang on to it. The third sends you vaulting through the air as gracefully as a gymnast, high over boxes, fire hydrants and the heads of the opposition. The joystick controls have a special feature too; run at a vertical object and instead of simply stopping in your tracks at the point of contact, you run about five feet vertically up said object, then execute a brilliant backwards flip!

The scenery is 3-D cityscape, nicely drawn streets with plenty of balconies and walkways to jump up onto. There are also plenty of ninjas of all kinds thronging these mean streets, and, as the game goes on your assailants get bigger and tougher, with clubs, logs, chains and motorbikes. The streets are also full of objects with which the players can interact; glass windows, neon signs and telephone booths which disintegrate if you, or one of the

**TECMO**  
**3 x 10p**



*Attack of the lager louts.*

## SHADOW WARRIORS

opposition, are thrown into them, and various high bars and scaffolds which you can jump up to, hang from and swing your legs at the opposition from.

*Shadow Warriors'* special jumping, vaulting and momentum

features aren't just there for decoration either; leaping over the foe's head and catching him from behind is an essential part of the tactics as the action hots up.

Every so often a smashed-up object will yield a stamina icon

which should be gobbled up.

In fact the game is best played in two-player mode, allowing you to team up against your aggressors. The log-wielding giants and end of level nasties (huge sumo wrestlers, pyramids of three steel-masked and -gloved warriors, etc.) need combined, skilful action to defeat.

There is also plenty of variety in the backgrounds. Perhaps most originally, fairly early on in the game, having just defeated an array of toughies you come to a four-lane motorway; there aren't any warriors to defeat here, all you have to do is make your way across without getting squashed by the speeding traffic — not an easy task at all actually, and only accomplishable by careful use of overhead signs.

*Shadow Warriors'* only real failing are the slightly washed-out graphics which could perhaps be sharpened up. But with this kind of running, jumping and beating action, I'm not really complaining. Despite the totally gory "continue" screen which depicts a sawmill blade descending on a frantically struggling ninja as the seconds count down, I'd be surprised if you didn't keep pumping in those tens.

**Nick Kelly**

GRAPHICS:	7
SOUND:	7
TOUGHNESS:	8
ENDURANCE:	9
CONVERTABILITY:	7
OVERALL:	8

*One down, two to go.*



*Don't join these clubs.*





# CU

So what's so special about February? Is it because it's not a leap year? No. Is it special because the Ed's birthday is in February. Only a little. In fact February is special because CU is getting a new cover style. Look out for the two big letters on the top left in the future and you won't be disappointed.

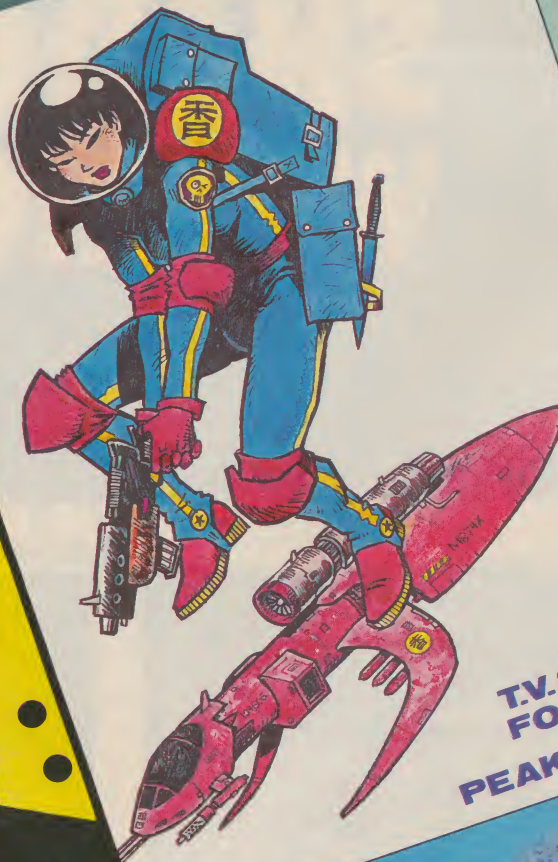
The February issue of CU is also special because there's an extra on the magazine for you all. In fact there's two different versions of the magazine. **VERSION 1:** 64 owners can settle back and enjoy a brilliant game from Special FX called *Hyperactive*. You'll also find a demo of the much fancied new System 3 game *Dominator* on there as well. The issue costs £1.20 as usual, but make sure you pick up the one with a cassette on it if you only own a 64.

## F.16 FALCON

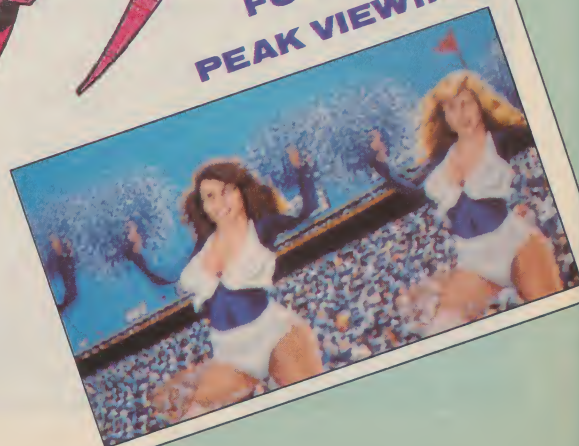


# CU

COMMODORE USER  
AMIGA-64



T.V. SPORTS  
FOOTBALL-  
PEAK VIEWING



64 DEMO &  
COMPLETE  
GAME!



# FEBRUARY IS

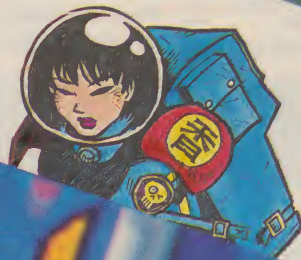
# SPECIAL!

VERSION 2: is for Amiga owners only. You get the same magazine but this copy costs £2.50. If that sounds steep just wait till you see what's on it. Taped to a flap is a disk of *Sidewinder*, not a demo, not a level, but the complete game! There's also a demo of one of the Sales Curve's coin-op conversions, *Silkworm*. That makes this issue a total bargain. No other mag can offer Amiga owners quality like this! But take note version two is **ONLY** on sale in WH Smiths and Menzies.

# CU

COMMODORE USER  
**AMIGA 64**

## F.16 FALCON



# Sidewinder

THE  
COMPLETE  
**GAME**  
IS YOURS!

PLUS  
DEMO:  
**SILKWORM**

## Don't Miss Out

on sale  
26th January

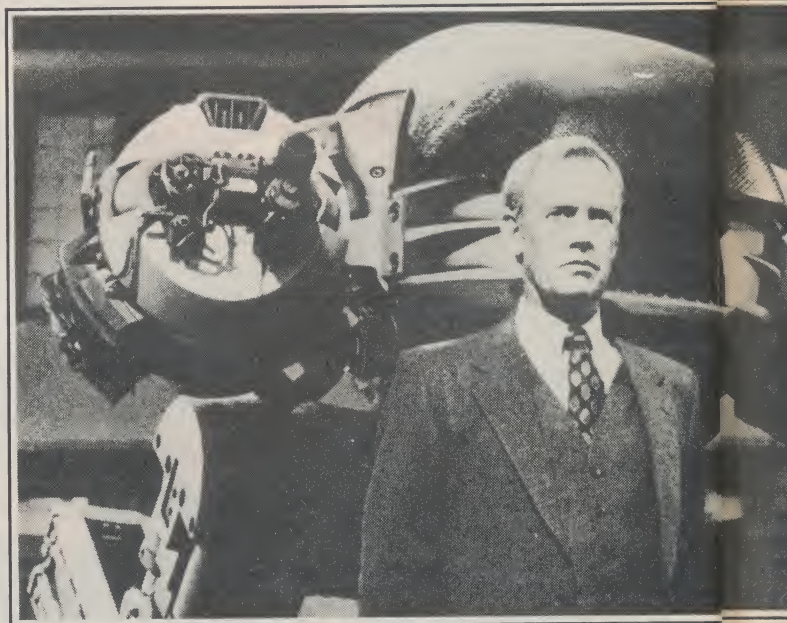
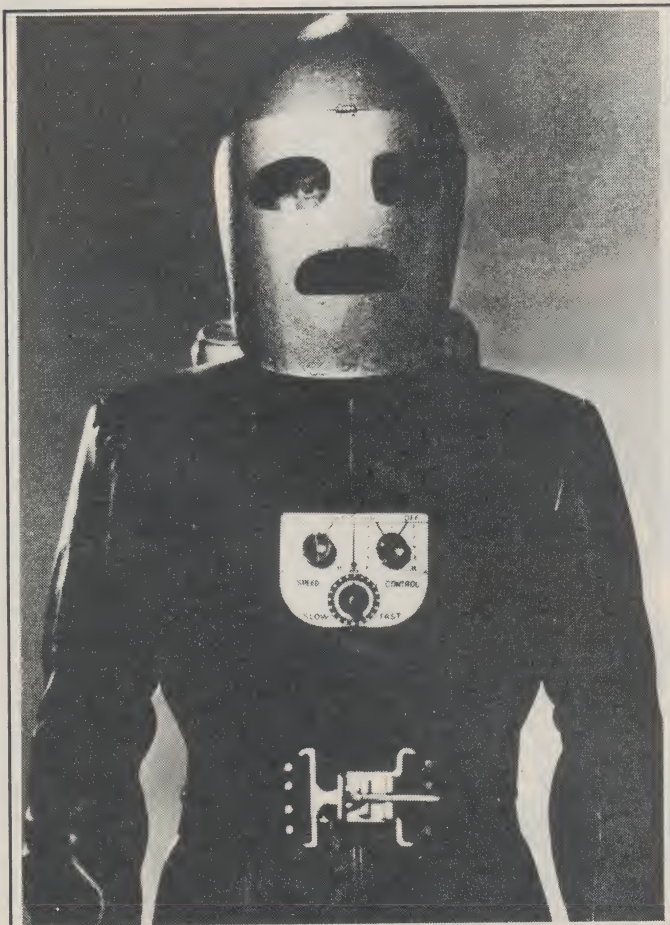


So you think you're a pretty mean dude, eh? Reckon you're the baddest young brother on the games scene, and can wipe out all opponents when it comes down to hard-nosed games playing knowledge? Well being a CU reader, you probably are, but if you have any nagging self-doubts, try yourself out on this little quizette. Here come the questions:

## SECTION ONE: EASY AS PIE

1. *Bubble Bobble* was released on the 64 by Firebird, but who produced the coin-op?
2. Rainbird's *Starglider* features speech sampled from which Telecomsoft sweetie?
3. Name any three of the five cars featured in *Test Drive*.
4. What musical instrument does *Microrhythm* simulate?
5. If you were to play all the events in *Winter Games* in order, which one would you play last?
6. Name three members of the ball family from *I Ball*.
7. Which Tory MP did Domark license for an adventure game?
8. Who wrote the music for the original of *Wizball*?
9. What 2000AD licensed game featured 'reflex'?
10. What's the name of the commando in *Commando*?
11. What game would take you to Skara Brae?
12. Who programmed *The Sentinel*?
13. *Beach Head II* has been re-released on which budget label?
14. In what game might you become 'it'?
15. What is the name of the computer in *Mercenary*?

(a) This man is a nobhead — he also appears in one of the year's slickest games. Name the game and the software house who released it.

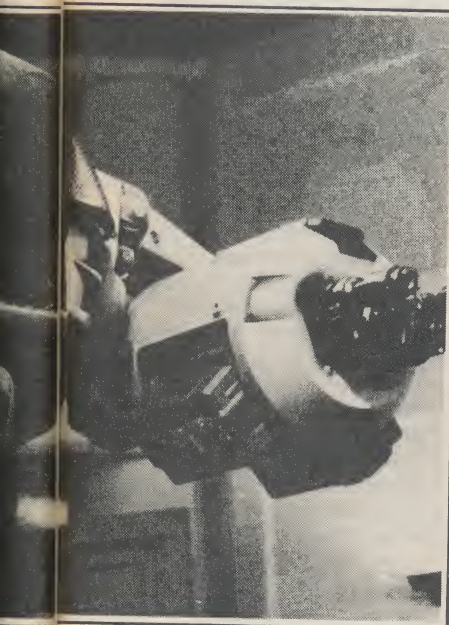


## SECTION TWO: GETTING TOUGHER

16. In what game would you collect Ryo?
17. Who programmed *BMX Kidz* for Firebird?
18. Name the two aircraft carriers in *Carrier Command*.
19. Who said 'Destroy him my robots'?
20. Name the two programmers of *Elite*.
21. How many editions of *Leaderboard* have there been?
22. Where is a tree worth one and a boulder worth two?
23. What does LCP stand for?
24. "Go home to your mother!" Where would you hear this?
25. Who published *The Fourth Protocol* the game?
26. What was the first F-16 simulation called?
27. What game preceded *Entombed*?
28. What was Jeff Minter's only game for Hewson called?
29. Where might a 576, an 883 and an 001 be found?
30. What are the aliens in *3D Lunattack* called?



# CRUCIAL QUIZ

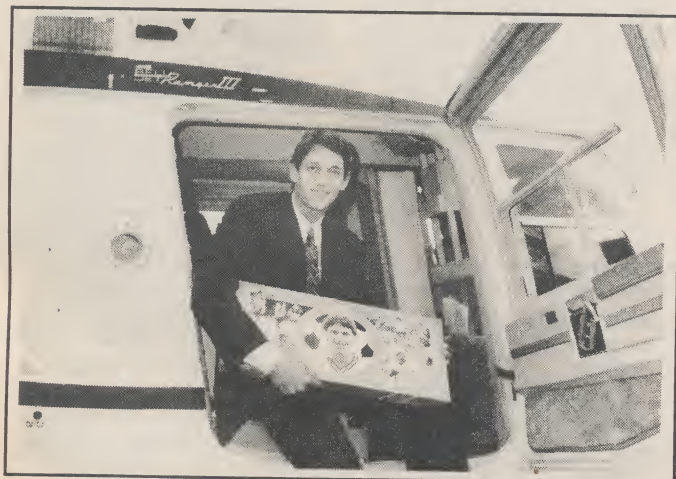


(b) Name the mean machine in the background.

## SECTION THREE: AAARRGGHH!!!

31. Who are you in *Seaside Special*?
32. Who endorsed *The Way of the Exploding Fist*?
33. Which nuclear power station did Cosmi 'license'?
34. 'It tolls for thee'. For which game was this the slogan?
35. In *Ghostbusters*, what could you suck up with the vacuum cleaner?
36. What job did Stringer do?
37. Who was Wally Week's youngest son?
38. What was the highest rating possible in *Starion*?
39. What coin-op inspired *Hellcat Ace*?
40. What was the name of the KP Skips game?

(c) How many times has this man been licensed?



41. Who released *Stealth* and *Karateka*?
42. What was the female member of the Enigma Force called?

43. Who was *Trashman* released by?
44. What weapon did Roland carry in the Ocean game?
45. Who was your enemy in *Tir Na Nog*?

## THE CU CRUCIAL QUIZ ANSWERS

1. Taito
2. Claire Edgeley
3. Lamborghini Countach, Ferrari Testarossa, Lotus Turbo Espirit, Chevrolet Corvette, Porsche 911 Turbo.
4. Drums
5. Bobbed
6. Terry Ball, I Ball, Lover Ball, Glow Ball, No Ball
7. Jeffrey Archer
8. Martin Galway
9. Staine
10. Super Joe
11. 'The Bards' Tale
12. Geoff Crummond
13. Americana
14. Gauntlet II
15. Benson
16. Samurai Warrior
17. Jo Bonar
18. ACC Epsilon and ACC Omega
19. Elvin Atom Bender
20. David Braben and Ian Bell
21. Five
22. In *The Sentinel*
23. Little Computer Person/People
24. In *Combat School*
25. Century Hutchinson
26. Flight Pilot
27. The Staff of Karnath
28. Indis Alpha
29. In *Paradroid*
30. The Seiddabs
31. Radium Rodney
32. Geoff Thompson
33. *Chernobyl*
34. *Master of the Lamps*
35. Roamers
36. Newspaper Reporter
37. Herbert
38. Creator
39. Red Baron
40. Clumsy Colin Action Biker
41. Ariolasoft
42. Sevrina
43. New Generation
44. A Clue Gun
45. The Sidhe

(a) Microsoft, *Rocket Ranger*; (b) ED 209; (c) three.

## Capton questions

### YOUR RATING (Scoring one point for each correct answer)

- 0-10 Don't tell me, you're an Oric owner. With a pitiful score like this you definitely need some serious revision. Take out a subscription to CU post haste, and if there's no change after a year, take up train spotting!
- 11-30 Hmmm, pretty average, but you're certainly not as def as you think you are. You're obviously not reading CU thoroughly enough. B Minus.
- 31-45 Oh Wow! you certainly know your onions when it comes to software. You've obviously been a CU reader for many eons, and have had the good sense to boycott other, less informative publications. Go to the top of the class (and buy some swell-reducing ointment for your ego as soon as possible.)



# Tommy's TIPS

## IBM clone

● The reason I wrote to you is because of my Father. He has been trying to get a computer that is IBM compatible. So when I told him about the Amiga 2000's and 2500's capabilities, he became interested. What I want to know is:

- 1 Is the Amiga totally compatible with the IBM down to the last word?
- 2 If not do I need to buy any hardware or software to make it so? At the moment I am stuck with a crummy C64 that I am totally bored with. I have over 100 games stored on disk. Whenever I get a new one it only lasts me about a day. Please can you help me!

Scott Philippe,  
Mt Pleasant  
W.A. 6153  
Australia

Neither the Amiga 2000, nor the 2500 are actually IBM compatible as purchased. Rather like the infamous Side-car for the A1000, you have to add an IBM-computer-on-a-board which can then run IBM programs. There are two such boards available for the 200 series called 'Bridgeboards'; an XT-compatible board (A2088) which is actually available, and an AT-compatible board which I have never actually seen, but which is rumoured to be coming. Since the basic 2000 does not come with a hard disk you would need one to do any serious work (and since, at present anyway, you have to partition the MS-DOS part and the Amiga part separately, you really need something like a 30 Mbyte disk). You may also need to add a 5.25" disk for IBM software. All this adds about £700-£800 to the base price of the Amiga.

*If you really need both machines, an Amiga and an IBM compatible in the same location then this is a sensible move, otherwise you might be better off going for an XT or AT clone plus an Amiga 500. At least that way you can use both machines at the same time (in theory you can with the 2000 and a bridgeboard, but with only one keyboard this can be a little tricky!).*

*The other thing you have to bear in mind is expansion. An IBM clone can be easily expanded with new boards, e.g. graphics, extra printer/serial ports, modem etc. With a 2000 there are a total of four slots for the IBM part, but some of these may be taken up with disk controllers and a video card (if using a second monitor) leaving it very limited in comparison. As for total compatibility down to the last word, not even IBM's own range of machines is that compatible and the golden rule is always check that the software you want will run on the machine BEFORE you buy it. You may get some problems with peripherals which are shared between the two systems, such as a printer or modem, so do check with the dealer first.*

## Don't interrupt

● Please help me. My parents have put me in a strait-jacket until my shrink says I'm sane. The only way can regain my sanity is if I get my interrupt routine done.

... I need help with a subroutine to put the 'Y' locations of all 8 sprites in order from the lowest

numbers to the highest, plus a co-responding number from which I can generate the sprite numbers. eg If S1 is at (Y) #A0 and S2 is at #80 in mem will be 80,S2,A0,S1 etc.

Sounds pretty easy, right? The problem is that it needs to be fast. Like about 20 or 30 raster lines fast. (I've got lots of other stuff in the routine as well). I've only managed to get it down to nearly half a scan which is far from acceptable.

Also can you tell me how to generate op codes for a m/c monitor without storing the whole in memory?

Please help me quickly as my nose is getting very sore from typing.

David Pevreal,  
Watford,  
Herts

Basically, you are trying to do a sort of 8 values and store pointers in approximately 1.8 msecs — a pretty tight order if you count up the number of clock cycles required for the necessary op codes. Also it is difficult to do something like this out of context without knowing what else you are trying to do (and more importantly, where!). You also haven't said how you are trying to do it at the moment, so I will offer a few pointers in case you have overlooked something.

Firstly, are you absolutely sure it is necessary to sort the values into order? Before you scream again, let me explain. Since you have to scan the sprite registers in order to sort them, why not use that scan when you actually need the data and compare the values with a reference.

Secondly, if you must sort, are you using zero page addresses for storage? This can have a dramatic effect on

the number of clock cycles needed for a given instruction (eg CMP on a zero page addr is only 3 cycles, on an indirect offset address it is 6). If you store all the 'Y' register values in zero page addresses at the same time as updating the sprite register addresses this could save some time when checking the values as you wouldn't be reading high memory addresses on the sort.

Finally, have you tried pre-sorting the values as you update? Instead of sorting the values, with a pointer to the sprite concerned, just insert the pointer in a list in order of display (eg 3,2,6,1,5,0,4,7). When one sprite moves, the chances of it changing position with more than one other sprite is small. This can prove faster than actually re-sorting all the values each time you change the 'Y' register value.

A little lateral thinking can often be better than just trying to do one particular method faster. I am not quite clear in your second query what you are asking. Surely the whole object of a m/c monitor is to examine what you have got stored in memory at a given location and be able to alter it as required. If you are writing your own m/c monitor then there is nothing to stop you storing the mnemonic table on a disk file, but you will still need the lookup table in memory in order to translate the numeric value into the required opcode.

## DTP

● I have had my C64 for 10 months now and am now upgrading to an Amiga A500.

I would like you to tell me of any good quality desktop publishing packages for the A500 between £50-£100 — also ones that allow graphics.

Secondly printers. Tell me, please, your views of these printers: Citizen/Commodore 120D, Philips full colour printer, Okimate 20 colour, Star LC10L colour. Which is the best? Why? Please tell me about them. Can they do graphics?

I will have £600-£700 to spend, so could you please answer all my questions.





"Watch out, lads, this problem's a big 'un..."

Mich Lysons.  
Widnes, Cheshire.

There are several DTP programs that fall into your price range; *Delux Print* from Electronic Arts at £79, *ProWrite 2.0* (which allows the inclusion of graphics into a WP text) at £85 and *Publisher Plus* at £99-95. There is also a cheaper one at only £25, *Home Publisher* from Hi Tec. Of all these I would personally rate *Delux Print* as the best value for money, provided it has all the features you need.

As for printers, the Citizen 120D is good value as a low cost dot-matrix, but isn't really in the same league as the others you mention. Likewise, the Okimate-20 is a superb little printer for producing colour pictures, but falls down in both terms of quality and speed when producing ordinary text. The other two are able to produce both colour graphics and good quality text. I haven't used the Philips printer, but I have used the Star LC-10. You could not go far wrong with this one, even with the price increase after the EEC levy. The colour version works

well with the Amiga, has acceptable NLQ text with a range of selectable fonts, a paper parking feature (allows the use of cut sheets without removing fan-fold paper) and has a large range of functions for such an inexpensive printer. You would also get plenty of change from your money since the Star LC-10C retails at only £300.

You should note that with any of these printers you won't be getting publishing quality graphics (although the Okimate-20 is pretty good), but you would need to spend over £1000 to get a vast improvement over the ones mentioned. Printers such as the HP Paintjet (£1144) or the Xerox 4020 colour printer (£1374) would knock your socks off with the quality of their outputs, but at a premium cost.

advice on which ones would be best and most compatible to each other. I would be very grateful for your help. Knut Onipede, London NW3.

With £500 you are going to be hard pressed to squeeze in that lot, although if you can manage without the colour monitor you can just do it. You can pick up one of the 64 'packs' for around £149, an MPS 1200 printer for around £190 and an Accelerator+ disk drive from Evesham Micros for £160; all that comes to approximately £499.

Since a colour monitor, even a 40 column one, is going to cost at least £200 you will have to make do with

a colour TV at least in the short term. Since the 64 only uses a 40 column screen this is not the disaster it might seem since most modern TVs have quite an acceptable display at this resolution.

You can pick up a s/h colour portable for around £100 if you really can't steal the family TV, or how about renting a second set? The above configuration will all work together, is about the cheapest you can get, and if you get the 64 'pack' will provide some games as well. You might be able to reduce the above price slightly if you can get a 64 on its own without the cassette recorder or the extra games, but these are a bit thin on the ground.

### Set-up

● I would like to buy a Commodore 64, a disk drive, a printer and a colour monitor. I can spend up to five hundred pounds. Could you please give me some

# Tommy's TIPS



# SELL-OUT COMMODORE USER SELL-OUT

TO ADVERTISE IN SELL-OUT CALL TOM GLENISTER ON 01-251 6222

## FOOTBALL & CRICKET

SPORTS SIMULATIONS FROM E & J SOFTWARE (Established 3 Years)

4 CLASSIC Strategy Games packed with GENUINE & REALISTIC Features.

**PREMIER II:** CAN YOU HANDLE ALL OF THIS? Play all teams Home & Away. Unique & Comprehensive Transfer Market Feature. Full Team & Substitute Selection. In-Match Substitutions. Match Injuries. Team Morale. Transfer Demands. 7 Skill Levels. Manager's Salary. Continuing Seasons. Job Offers. Sackings. Save Game. MUCH MORE!

**EUROPEAN II:** THE MOST COMPLETE EUROPEAN SIMULATION YOU CAN BUY! Home & Away Legs. Penalty Shoot Out. 2 Substitutes Allowed. Away Goals Count Double. Full Team & Subs Selection. Extra Time. 7 Skill Levels. Disciplinary Table. Save Game. TEXT MATCH SIMULATION. Match Timer, Named & Recorded Goal Scorers. Corners, Free Kicks, Goal Times, Disallowed Goals, Sending Off, Injury Time, Penalties, Bookings. MUCH MORE!

**WORLD CHAMPIONS:** A COMPLETE WORLD CUP SIMULATION Select Friendlies. Squad of 25 Players. Qualifying Rounds. 2 In-Match Substitutes. Disciplinary Table. Select Your Opponents. Save Game. 7 Skill Levels. Extra Time. Penalty Shoot-Out. TEXT MATCH SIMULATION including: Bookings, Goal Times, Named & Recorded Goal Scorers, Injury Time, Corners, Free Kicks, Match Clock, Penalties. MUCH MUCH MORE!

**CRICKET MASTER:** A SUPERB SIMULATION OF ONE DAY CRICKET. Weather Wicket & Outfield Conditions. Batting & Bowling Tactics Team Selection. Fast, Spin & Medium Pace Bowlers. 4 Types of Batsmen. Select Field Layout. 3 Skill Levels. Wides Byes. No Ball. Dropped Catches. Scoreboard. Batting & Bowling Analysis. Run Rate. Run Single Option. 3 Game Speeds. MUCH MORE! Price includes a FREE pad of CRICKET MASTER Scorecards.

Software availability	Spectrum Any 48 +128	Commodore 64 +128	Amstrad CPC
	Tape Disc +3	Tape 5 1/4" Disc	Tape 3" Disc
PREMIER II	£6.95 £10.95	£7.95 £10.45	£7.95 £11.95
EUROPEAN II	£6.95 £10.95	£7.95 £10.45	n/a n/a
WORLD CHAMPIONS	£6.95 £10.95	£7.95 £10.45	£7.95 £11.95
CRICKET MASTER	£7.95 £11.95	£8.95 £11.45	£8.95 £12.95

**GREAT VALUE:** buy any 2 Games and deduct £2.00 from total. **SUPERB VALUE:** buy 3 games and deduct £3.00 from total. **FANTASTIC VALUE:** buy 4 games and deduct £5 from total. All games available by MAIL ORDER for IMMEDIATE despatch by 1st Class Post. Prices include P&P (add £1.00 outside UK) and include instructions. PLEASE STATE MACHINE AND TAPE or DISC.

Send to: E & J SOFTWARE, Room C2, 37 Westmoor Road, ENFIELD, Middlesex EN3 7LE

**LOCATE STD CODES** rapidly, use TELECODE FINDER, usable with/without GEOS. For C64 and C128. Fully documented. £8.00 inc p&p. ESOTERIC, Dept (300), 15 Lanmoor Estate, Lanner, Redruth, Cornwall TR16 6HN.

**X-RATED ADVENTURE** You are alone in a large complex; sent to steal and use a secret project. Features sound, two playing modes, cheat death password. Send £6.00 to Landmark Software, 16 Milne Road, Ashford, Kent TN24 0EN. P.O. Cheque for CBM 64.

**COMMODORE 64** with Operation Wolf, Dragon Lair 2, Road Runner, Barbarian 2, Last Ninja, Star Paws, Last Ninja 2, Dragon Lair, Designer Pencil, Music Maker, Joystick, Power Pack Test Cartridge, Platoon, Datasette Unit and Magazines. £300. Call Desmond — 01-469 0299.

**AMIGA USER WANTS PENPAL.** I am 14 years old. Please write to Glenn Phillips, 69 Stanniland Street, Pakuranga, Auckland, New Zealand.

**JOIN US!** Amiga programmers, graphic-makers and musicians' international user group. Making demos and games. Send demo(s) for test. Free membership. Golden Falcon, Oywind Grinstad, N 6674 Kvisvik.

**WE IN TAW** want to swap stuff with people all over the world. Write to: Taw Madlav, 302 Yow, Hafstrjord, Norway. We are on the Amiga.

### SPECIAL OFFERS

1) **FREE F.S.I.** — Amiga Cat. demo, send one diskette with your address to get acquainted with FSI and FHI. Foundation **DATA-USER** International P.O. Box 1057, NL-5602 BB Eindhoven

### SOFTWARE

2) Amiga, Atari-ST and IBM-PC Softw. on Nashuadig etc. from £2, — Incl. sending, postage and Internationale Soft-User-Help Service. Foundation, **SOFT-USER** International P.O. Box 1057, NL-5602 BB Eindhoven

### HARDWARE

3) **F.H.I.** Users-Discount 10%, 20% and more on 1001 Hardware parts incl. sending, postage and Internationale Hard-User-Help Service. Foundation **HARD-USER** International P.O. Box 1057, NL-5602 BB Eindhoven

FAX YOUR COPY TO US NOW ON  
01-608 2696

## ADVERTISEMENT INDEX

BYRITE .....	32	GIFFORD SOFT .....	37	POSTRONIX .....	26-27
COMUMART .....	11	INSTANT .....	103	SILICA SHOP .....	57
CASTLE .....	76-77	INTRASET .....	32	SDC .....	104
DATL .....	82-83,90-91	MEDIAGENIC .....	4,20-21	STRATEGIC PLUS .....	46
DIMENSION .....	18	MEGALAND .....	49	TELECOMSOFT .....	25
EVESHAM .....	54,38	MEGASAVE .....	38	TRYBRIDGE .....	30
E&J SOFTWARE .....	112	MICROSNIPS .....	46	TRILOGIC .....	30,103
GORDON HARWOOD .....	75	NEBULAE .....	32	TANGLEWOOD .....	38
GREMLIN .....	41	OCEAN .....	2-3,44,52,65,81,	U.S. GOLD .....	60
			IBC, OBC	WORLDWIDE .....	32

TO ADVERTISE IN SELL-OUT CALL TOM GLENISTER ON 01-251 6222



T

SELL-OUT

# COMMODORE USER

SELL-OUT

TO ADVERTISE IN SELL-OUT CALL TOM GLENISTER ON 01-251 6222

## PROBLEMS WITH YOUR COMMODORE?

FOR FAST, RELIABLE AND PROFESSIONAL  
REPAIRS AT COMPETITIVE PRICES

C.64 £19.95 inc VAT and free post and packaging

## P M ENGINEERING

UNIT 8, NEW ROAD, ST. IVES,  
CAMBRIDGESHIRE, PE17 4BG

We can also supply you with: Hardware,  
Software, Blank Discs, Accessories and  
Spare Parts



ST. IVES (0480) 61394



On her way  
to see the  
newsagent who  
sold her copy of  
C.U.



## CU NEEDS FREELANCERS

If you can write the kind of purple prose regularly churned out by the CU Crew in their pursuit of literary excellence each month and you own an Amiga or 64 (preferably both) we'd like to hear from you.

We need two hot freelancers to write for the magazine, but to fit the bill, you'll need to present clean, typewritten copy and turn round reviews in a matter of days. It would also help if you lived within striking distance of our offices.

Naturally we'll pay, plus you'll get all the other benefits of writing for CU like seeing your name bylined, keeping the software, er... getting shouted at by the Ed and er, well that's more than enough isn't it.

Just send a couple of written review samples to:

Freelancers, The Editor, CU, Priory Court,  
30-32 Farringdon Lane, London EC1R 3AU.

## DISCOUNT SOFTWARE

Up to 25% off RRP for ATARI,  
COMMODORE, SPECTRUM,  
AMSTRAD, BBC, MSX, IBM and Sega  
PC. Ring for info pack on any of the  
above machines:

24 hour HOTLINE: 0455 613377.

**B. BYTES COMPUTER SYSTEMS**  
19 Southfield Road, Hinckley,  
Leicestershire LE10 1UA  
ATARI SPECIALISTS

## COMMODORE SUPPLIES

C64 POWER PACK..... £17.95  
64 data rec (Binatone)..... £19.95  
C3N (C-16) data rec..... £17.95  
100 5¼" Disks ..... £27.50

PRICES INC. VAT AND P&P

Send cheque/PO to:

**OMNIDALE LTD**  
23 Curzon Street, Derby DE1  
Tel: (0332) 291219

**CBM 641541**, C2n, swap the latest stuff.  
I swap all about music for latest stuff. I  
am a disc jockey. Javier Bernal,  
Echegaray No 1, Cantalejo 40320,  
Segovia, Spain.

**LAST MONTH IN CU** there was an  
advert headed CHEAP, CHEAP, CHEAP  
for a C64 — £50, call Neil. Well Neil  
would just like to say... PLEASE STOP  
CALLING, IT'S SOLD!!!

## CLASSIFIED ORDER FORM

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18
19	20	21
22	23	24
25	26	27
28	29	30
31	32	33
34	35	36
37	38	39
40		

Lineage — 20p per word to private individuals — 20 words min.  
40 words maximum. 30p per word to Trade. 20 words min. — 40 words maximum.

Semi-display — £10 for S.G.C. Ring 01-251 6222.

All classified and semi-display advertising is pre-payable.  
When paying for advertisements please add on 15% for VAT.

### Warning

It is illegal to sell pirated copies of computer games. The only software  
that can be sold legitimately through our classified section are  
genuine tapes, disks or cartridges bought from shops or by mail order  
from software houses. Commodore User will press for the maximum  
penalties to be brought against anyone breaking these rules. We  
regret that due to large-scale swapping of pirated software we can no  
longer allow swaps of tapes, disks, or cartridge in our classified section.

All classified ads are subject to space availability.

PLEASE PRINT CAPITALS  
I enclose cheque/P.O. for £..... made payable to Commodore User.

Name .....  
Address .....

Total number of words.....

Post to: **AD. DEPT. COMMODORE USER, 30-32 FARRINGDON LANE, EC1R 3AU.**

TO ADVERTISE IN SELL-OUT CALL TOM GLENISTER ON 01-251 6222



# CU

## OCTOBER RESULTS

### DARK KNIGHT



Did you know the name of Batman's butler? Well it seems as if every reader who did sent an entry to this compo. It was so easy that in fact it was one of the first competitions we didn't receive a wrong answer to. Well done to those who won a copy of the Dark Knight graphic novel and commiserations to those who entered and failed.

A copy of the book will be at this moment winging its way to these guys. Stevel Lounds, Eastwood; Gareth Graham, Ayrshire; Dave Lingwood, Surrey; Neil Wray, N. Yorks; M Sharpe, Peterborough; Richard Tinworth, Whetstone.

### VIRUS COMPO

Koff, koff, argh, vomit, puke, choke. It's that time again when we ask you to name that virus! The first question in our sicko virus compo was who was responsible for the first Amiga virus? Buzzz. Er the Swiss Cracking Association? Correct. Next question. What disease was responsible for killing thousands of seals? Hoot. Dillon's syndrome? Close, but wrong. It was in fact canine distemper. What illness caused the death of two of the beebies employees earlier this year? Parp. Er, um, Legionnaires Disease? Correct. And your starter for ten. What complaint left Nigel Mansell and Mick Jones out of action this summer? Phart! Pox, sorry, chicken pox.

Congratulations to Stephen Crabtree from Bradford, you've won yourself a portable CD player and these ten runners up each get a copy of the Firebird game *Virus*. Paul Mclauchlan, High Wycombe; Sam Comley, Crewe; Christian Rowan, Matlock; Nik Goddard, St Leonards; Neil Wray, Malton; Mr R Wright, Nottingham; Bruce Humby, Wimborne; Jason Davies, Shrewsbury; Anthony Barker, Fareham; D W Taylor, Oldham. That's all from Name That Virus this week.



### FOOTY COMPO

Gooners! Gooners! with Arsenal heading for the top of the league (*leave it out! Ed*) a football compo seemed most apt, especially since we had an exclusive on *Microprose Soccer*, even though there weren't any questions about the Red and White army.

The chance to win two season tickets for a team of your choice obviously seemed like a popular choice of prize matter, since the amount of entries we received was absolutely phenomenal, but I can't sit around here all day telling you how wonderful you all are — instead I must perform my duty as competition minion and inform you of the winners: Two season tickets to Sheffield Wednesday (who!??) are destined for the wallet of Nicholas Cox from Barnsley. A football autographed by the entire England squad and kicked by Mike Patenden (*only a bit, honest! Ed*) goes to Robert Potter from Yorkshire. And 25 runners-up prizes of *Microprose Soccer* go to: David Blay, Chingford; Matt Kennedy, Cornwall; Richard Walker, Dudley; Gregory Brechin, Oxford; Mr Ian Code-wood, Leeds; Glyn Ababio, Walthamstow; Neil Skinner, Sheffield; R.P. Popazoglou, Welling; Mr P Shizler, Orkney; Peter Fifer, Harrow; Tarquin Belabos, Birmingham; Gordon O'Dowd, Herne Bay; Harry Wilurby, Oxon; John Rilper, Plymouth; Brian Budge, Ilford, Essex; Paul Wikker, Steeples Mede; R Monk, Shepherds Bush; Billy Prior, Norwich; V Pratt, Reading, Bucks; T Astworth, NSW Australia; D Jones, Aberdeen; M Griffiths, Cardiff; D Stubble, Hull, N. Humberside; Alan Bunnett, Liverpool.

### WARHAMMER COMPO

Back in the October issue of CU, just past the contents page in the second page of Nick Kelly's Buzz was the chance of a lifetime offer to win a complete Warhammer set plus a Fantasy Battle book. And it was so simple even I could win (if I weren't working for CU) — all you had to do was send in a postcard with your name and address on, get picked and sit back and wait.

And the lucky five who'll never be bored again are. Stephen Ashby, London; M Mascarenhas, East Finchley; Tim Jelves, Leicester; L D Fletcher, Halifax; Jonathan Williams, Mid Glamorgan.

And that concludes the voting for Sweden.

### TRIAD COMPO

Well, ahh so and luv a peking duck. The quessies on this compo were all based around info gleaned at our local Chinese take-away. Interesting fact number one, Wan Kilo is *not* a soup. Dim Sum is a range of snacks served at lunch or afternoon tea (ooh how posh), the pan is a Wok and a lychee is a fruit.

Hence an Amiga complete with monitor and Triad based software go to... (brief pause for effect) Andrew Milner from Berkshire. Congratulations Andy and keep cookin'.

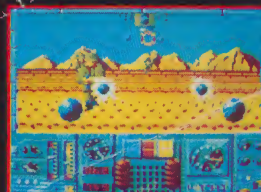
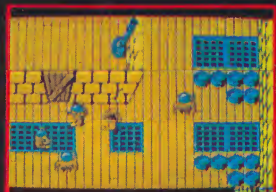


# STALLONE

He's back and this time he's taking no prisoners!  
Colonel Trautman has been captured by the  
Russians in Afghanistan and there is only one  
person capable of freeing him. Negotiate the  
minefields, explore the Russian camp, lay  
boobytraps, avoid detection,  
free the Colonel and then  
... move on to the  
explosive climax!  
**RAMBO IS  
BACK!**



# RAMBO III



SPECTRUM COMMODORE AMSTRAD

9.95 9.95 9.95

ASSETTE

Ocean Software Limited  
Central Street · Manchester · M2 5NS



COMMODORE AMSTRAD

14.95

DISK

Telephone 061 832 6633  
Telex 669977 OCEANS G

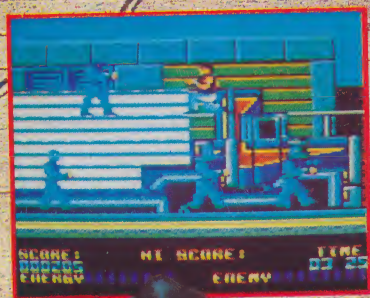


# ENTER THE DRAGONNINJA

T.M.

Your Opponents in your battle for supremacy are four types of Evil Ninja star-throwing Assassins whose skills are manifold and dangerous. Also out to spoil your day are Acrobatic Women Warriors and Vicious Guard Dogs.

At the end of each level you must overcome the Ninja Master in order to progress — some examples of these superhuman villains are: A fire-breathing Fat Man, an Armour Clad Giant and the Green and Gruesome Giant Ninja — who has a disconcerting habit of suddenly multiplying into an army!



**DATA EAST**

**ATARI ST**  
**£19.95**

IMAGINE SOFTWARE · 6 CENTRAL STREET · MANCHESTER M2 5NS

**SPECTRUM**  
**AMSTRAD**  
**COMMODORE**  
**£9.95 £14.95**  
**CASSETTE DISK**

**AMIGA**  
**£24.95**

*the name of the game*

TEL: 061-832 6633 · TELEX: 667799 OCEANS G · FAX: 061 834 0651